

Mac

All your Apple needs

FORMAT

10 BEST GAMES ON THE MAC APP STORE

Don't miss out on the action! **p100**



> Mac > iPad > iPhone
> Issue 232 April 2011

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Welcome...

to MacFormat, the UK's No. 1 Mac magazine

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The sheer number of little tips, tricks and shortcuts you can discover for your Mac never ceases to amaze me. For instance, I thought I knew a lot about keyboard shortcuts until I read Christopher Phin's excellent feature on page 74 about all the shortcuts that exist for accessing special characters. Take a look, a whole world of mind-boggling key combinations awaits!

Similarly, this month's main feature is on tips and tricks for OS X 10.6 Snow Leopard. It's packed full of useful hints that can revolutionise your life as a Mac user. Elsewhere this issue you can learn how to add a second monitor to your Mac, create a family newsletter and use the *iLife* apps such as *iPhoto* and *iMovie*. We've also got a tutorial on *Pixelmator*. It's an app that's been around for a long time, but it's been brought to prominence by its success on the Mac App Store. I suspect we'll see the new Mac App Store making lots of apps popular that would previously have had a hard time getting onto the radar of the average Mac user. The Mac App Store is such a good idea, and despite criticism from certain quarters over its design, I think it does a great job of making it easier than ever to buy great Mac software.

Enjoy the issue and I'll see you again on 30 March for more!



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twitter.com/MacFormat



>> THIS ISSUE'S HIGHLIGHTS

> Startup

The latest Apple news and views **p6**

> Feedback

Your say on everything Apple **p20**

> Snow Leopard tips

Become an expert Mac user! **p32**

> How to...

Creative and practical tutorials **p43**

> Keyboard secrets

Features of your Mac keyboard **p74**

> Mac solutions

Your questions answered **p80**

> Photo apps tested

Find the right one for you **p108**

>> MEET THE TEAM / YOUR MACFORMAT EXPERTS!

Christopher Phin

Deputy Editor



"It came into existence because Steve Jobs took exception to the Apple symbol appearing too frequently in the shortcut menus."

Chris on the history of the ⌘ symbol p79

Ian Osborne

Reviews Editor



"There's no compromise in print quality. Text output is dark and crisp, remaining readable even at very low point sizes."

Ian on the new Lexmark Genesis S815 p90

Laurence Cable

Staff writer



"Whatever you use your Mac for, there's nothing quite as liberating as adding a second screen to it."

Laurence shows you how to get even more from your Mac p70

Luis Villazon

Technical wizard



"BlackBerry users had a somewhat tricky time of it syncing to a Mac in the past. Fortunately there is an OS X version of their software now."

Luis solves your phone syncing problems p85

Craig Grannell

Software guru



"*Pixelmator* takes things further thanks to its drawing and text tools, along with support for layers."

Craig looks into alternative image editors p50

Mac FORMAT Contents

● NEWS & OPINION ● STEP-BY-STEP TUTORIALS ● LATEST REVIEWS ● MAC BUYERS' GUIDE

» ISSUE AT A GLANCE



» Do more with your Mac today

30 pages of great tutorials for improving your Mac skills **p43**



» Answers to your Mac questions

Start here for some simple solutions to Mac problems **p80**



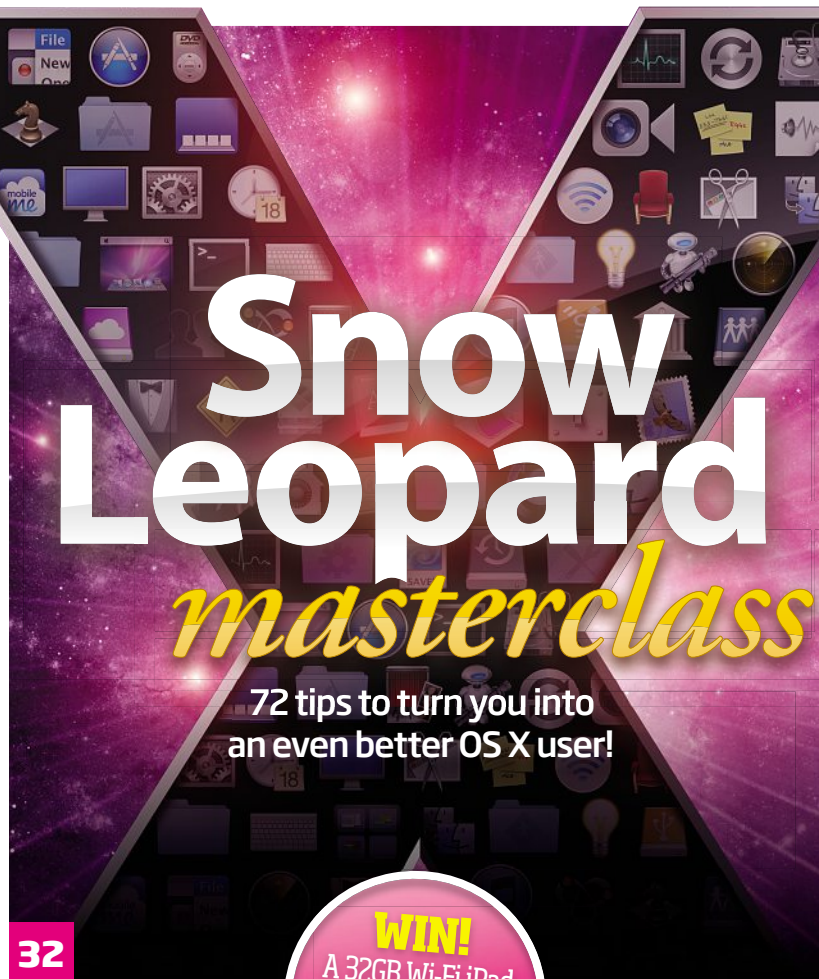
» Discover the latest Apple kit

Read our verdict on new Apple hardware and software **p87**



» The best Mac & iPod products

Don't buy a new Mac until you've read our Buyers' Guide **p113**



Snow Leopard *masterclass*

72 tips to turn you into an even better OS X user!

WIN!

A 32GB Wi-Fi iPad and Parallels Desktop 6!
PAGE 12



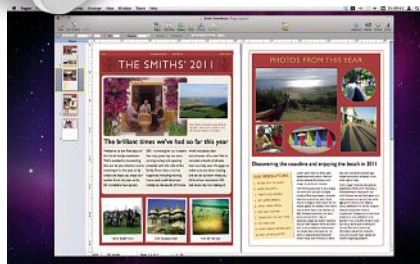
» **Mac photo apps**
The best packages on test **p108**



» **Apple in sport**
Apple enters the playing field **p24**

"Learn how to access special characters and more!"

SECRETS OF YOUR KEYBOARD P74



> Edit in Aperture

Manipulate with the Clone tool **p48**

> Make newsletters

Wax creative in Apple's Pages **p64**

"High-res stills and full-HD video footage in one package"

PANASONIC LUMIX DMC-GH2 P91



>> ON THE DISC

> Graphic Converter

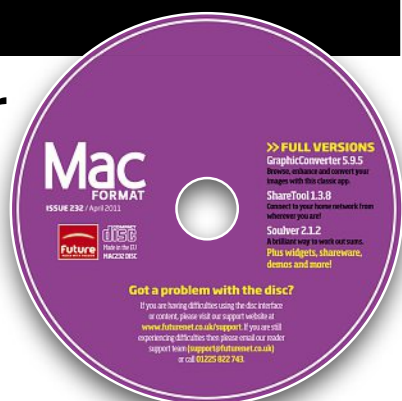
All-purpose image processor

> Souolver 2.1.2

Make quick calculations

> ShareTool 1.3

Access your home network



>> Regulars

Start up

Hot Apple news **6**

Competition

Win a Wi-Fi iPad and Parallels app **12**

Me & My Mac

At home with a Mac **14**

I Use My Mac for...

Writing comedy **16**

Gadgets

Great new kit **18**

Feedback

Have your say **20**

Macs in sport

How Apple gear is providing the edge **24**

Subscribe to MacFormat

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OS X Masterclass

72 tips to make you a Snow Leopard whiz **32**

How to...

Improve Mac skills **43**

Keyboard secrets

Little-known nuggets and practical advice **74**

Q&A

Problems solved **80**

Reviews

Definitive tests **87**

Buyers' Guide

How to choose your new Mac **113**

Mac User Groups

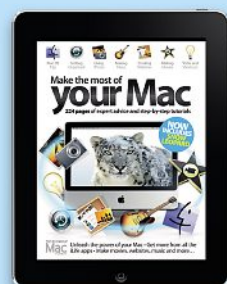
Meet with others **128**

Disc pages

On your disc **129**

>> WHY NOT ALSO TRY?

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Then you'll love our brand new iPad app *Make the most of your Mac*.
Turn to page 112 to find out more!



Start up

► NEWS & OPINION ► INTERVIEWS ► GADGETS ► LETTERS

Mac App Store drives developer fortunes

Apple's Mac App Store was a hit from the day it began, with over a million apps downloaded in 24 hours...



Pixelmator has proved to be a hit on the Mac App Store.

Rob Maguire, AutoCAD product manager at Autodesk, revealed: "The downloads of *Sketchbook Pro* from the Mac App Store effectively doubled the total desktop user base for *Sketchbook Pro* on the first day alone."

Pixelmator made \$1 million in just 20 days via Apple's new store. "Such an amazing success feels fantastic," wrote company co-founder, Aidas Dailide. "The 30% cut is definitely worth it. The increase in sales and exposure is worth more than that, especially in our own case."

Ken Case of the Omni Group told *The Register*, "I think the Mac App Store ...

solves a need that a lot of consumers have had, which is 'How do I find software for the Mac? Where do I go to buy it? How do I know if it's any good? Can I trust the vendor I'm working with?'"

Navigation of available apps remains the biggest challenge. Developers already understand that inclusion within Apple's top 10 lists is essential in order to make healthy

sales. They're prepared to do whatever it takes to arrange this. *Broken Rules* title *And Yet It Moves* was initially made available for \$9.99, then dropped to \$4.99, then \$2.99 before being raised again to \$7.99. The purpose of the price fluctuations was to get the title into the top 10 list on Apple's store. Strategic pricing helped *Broken Rules* sell 3,322 copies of *And Yet It Moves* in one week - the "best launch ever", the company said.

Smaller developer Little Fin Software offers home inventory app *Compartment*s. The software was selling between 6-10 units at \$25 before the store launched, but the developer chose to offer it for just \$9.95 on the Mac App Store.

"What happened next blew us away," the company wrote. *Compartment*s was picked up as a Staff Pick and listed on the Great Mac Apps page. The result? The company sold 1,500 copies on the first day of availability on the store, and sold over 1,000 copies each of the next few days following. The developer also offers a second app which was not highlighted by Apple, but even this sold 80-100 copies per day - 10 times the usual volume. Lower prices can be successful, the developer said.

Bare Bones Software founder and CEO, Rich Siegel, warns against a blind focus on price: "If developers choose to participate in

» MORE NEWS



For even more on the Mac, iPod and iPhone, visit www.macformat.co.uk

» APPLE IN PICTURES / iPad-on-sea



(Images via: Luxury Yacht Group).

» SOLEMATES

This cutting-edge luxury craft lets guests control various functions via an iPad, such as cabin climate control, entertainment systems, lights and blinds.

some giant, initial race to the bottom, and then find they can't make ends meet, they have nobody but themselves to blame."

Supermegaultragroovy elected to make its *TapeDeck* application available exclusively via the store. Developer Chris Liscio has enjoyed working with the App Store team, but wants Apple to increase the marketing it does for the store. "I realise that the Mac App Store is in its infancy, but Apple needs to put the same kind of marketing dollars behind us on the Mac platform that they do on iOS. Once that happens, I think we'll start to see a lot more financial success stories like those on iOS, and hopefully more developers moving to the Mac," he said.

Unruly seas ahead

Apple's App Store team must also address a new threat: piracy. Unscrupulous developers are already appearing, developers who will sell applications built by others as their own. February saw the open source developers behind *Lugaru HD* make a public plea to Apple to remove from sale another App, also called *Lugaru*. Why?

Because the latter was a pirated version of their own code. "This is a kind of software fraud we've never even heard of: a pirate simply downloading the app and resubmitting it to the same distribution channel at a lower price," the developers said, warning that Apple's teams must address such problems as they may make open source Mac developers "less likely" to offer up their code. (Merely because a title

is open source with code available for others to explore does not mean other developers can sell the same code for a profit).

Developer Martin Pichlmair at Broken Rules believes Apple will sort such problems out, just as it did when it launched the App Store for the iPhone. These are no more than growing pains toward a future, "dominated by virtual stores for all kinds of platforms - and independent sellers like us."

Apple, meanwhile, is happy. "Developers have done a great job bringing apps to the store and users are loving how easy and fun the Mac App Store is," said CEO Steve Jobs, shortly before taking sick leave (see our story overleaf). ●

» APPLE IN NUMBERS

100+ million

Number of iPhones Apple will have sold by the end of March

"My iPhone's stuffed with podcasts so I can dip in whenever I find the time"

Christopher Phin tells us why tech can help expand our knowledge.



Apple talk

Who's saying what?

> Steve Jobs

www.apple.com

"I love Apple so much and hope to be back as soon as I can. In the meantime, my family and I would deeply appreciate respect for our privacy."

Jobs takes time out to get his health back on track (see page 8).

> Tim Cook

www.apple.com

"We put enormous energy into China, and the results of that have been absolutely staggering."

Apple's number two tells us why China business is up, up, up.

> Rupert Murdoch

www.thedaily.com

"Last year, this year and maybe next year belong to Apple."

News Corp boss says iPad will be top trump for the foreseeable future.

> Canalsys

www.canalsys.com

"Any argument that a pad is not a PC is simply out of sync."

Analyst Tim Coulling assures us that iPad sales count too.

> Deutsche Bank

www.db.com

"There's no going back to BlackBerry after an overwhelmingly positive iPhone trial."

Analyst Chris Whitmore says BlackBerry is history when people switch.

>> IN THE SPOTLIGHT

Supersizing the mind

Christopher Phin



Whether we're aware of it or not, we're all familiar with the idea of using computers, smartphones, tablets - the web, basically - as a kind of external brain. In many cases we don't make the effort to memorise swathes of low-priority information because, with a few key presses, we can call it up almost anywhere we are. (My wife, bless her, regularly bemoans our inability to not know something; as soon as she idly wonders something aloud, my arm twitches to pull the iPhone from my pocket, fire up Articles, and see what Wikipedia has to say on the matter.) As Samuel Johnson said, the next best thing to knowing something is knowing where to find it.

Less often commented on, presumably because it's a phenomenon only now gathering real pace, is how technology can help you passively absorb interesting information.

It's partly a change in media and distribution; the internet enables companies and individuals to push out amazing podcasts, tumbling prices let anyone shoot and edit together a video that at

"Technology gives us the ability to quietly educate and ennoble ourselves, and it feels truer today than ever before"

least looks crisp, and low start-up costs allied to advertising models that really work mean that innovating little niche services spring up daily.

But it's also a change in the hardware. It's not just 'things are getting smaller and more powerful'; it's also dull things like improved battery life. All put together, it means that if we're curious and engaged, we can use a spare five minutes here, a few seconds there to mop up interesting, rewarding stuff. My iPhone's always stuffed with podcasts of different lengths so I can dip in no matter how much time I have to spare, and my iPad is set to copy the 10 most recent TED (www.ted.com) talks from its HD podcast feed at every sync.

Far from the dumbing-down effect often reported in some of the madder corners of the mainstream media, technology gives us the ability to quietly educate and ennoble ourselves, and this feels truer today than ever before. ●

Deputy editor Chris Phin buys 'distraction food' for office colleagues so he can get on with absorbing the latest tech revelations.

>> APPLE CEO ALERT

Get well Steve

Jobs takes extended leave to improve health

Apple CEO Steve Jobs has taken an indefinite leave of absence from the company he loves in order to focus on his health, leaving COO, Tim Cook, in charge of the company.

In a short press release Jobs, 55, wrote, "At my request, the board of directors has granted me a medical leave of absence so I can focus on my health." He added, "I love Apple so much and hope to be back as soon as I can."

Jobs has not been seen in public since October 20, 2010, when he introduced the MacBook Air and previewed the all-new upcoming Mac OS X Lion. Despite the leave, Jobs remains as CEO, and will "be involved in major strategic decisions for the company."

Apple's leader received a liver transplant in 2009 to help cure him of pancreatic cancer. A *New York Times* report speculated Jobs' latest absence may be attributable to an extended 'down' cycle, a reasonably common affliction for those who have received a liver transplant. However, news of a fresh medical immediately generated concern that his

illness had returned, with many critics demanding full disclosure as to the CEO's health. This is unlikely - the company has said little more, with Jobs stating that he and his family would "deeply appreciate respect for our privacy."

Cook has proved his mettle several times when running Apple in the absence of Jobs, most recently when the company leader received his transplant in 2009. "I have great confidence that Tim and the rest of

the executive management team will do a terrific job executing the exciting plans we have in place for 2011," Jobs said.

In immediate reaction to the bad news, Apple stock took a bashing, though most analysts advised calm.

"Apple is a very well-managed business and this won't be something that's just happened out of the blue." Rathbone's James Maltin told Forbes. "They will have ensured sufficient handover."

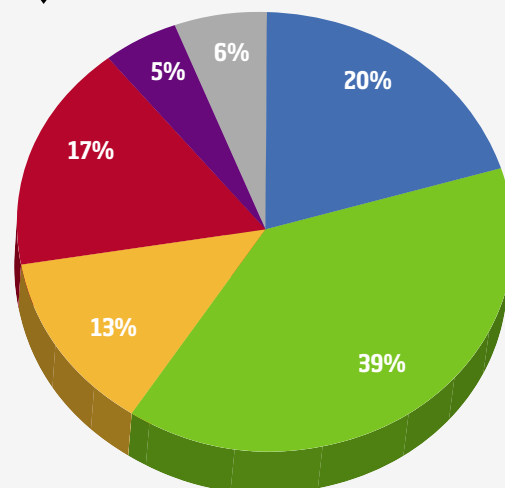
The truth remains that few firms boast a spiritual leader with the essence of the mercurial co-founder, Jobs. News of his illness sparked millions of 'Get well soon' messages. Including ours. ●

>> APPLE IN NUMBERS

2

iPhones sold per second
(Apple Holic Blog)

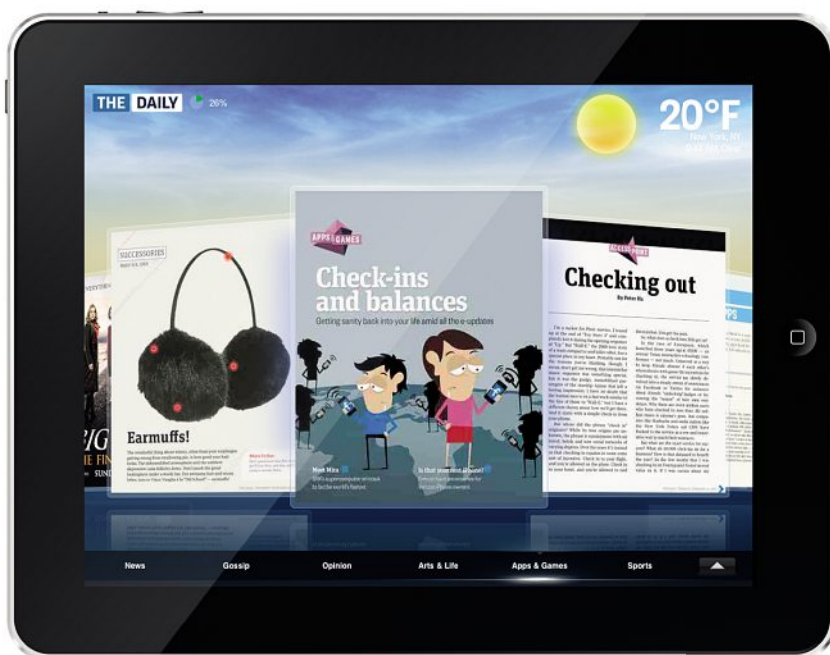
>> APPLE IN NUMBERS / iOS device growth



>> iOS DEVICES ACCOUNT FOR 66% OF REVENUE

Even though Mac sales are up 23% since the same time last year, the Mac accounts for just 20% of revenue.

Mac Sales
iPhone Sales
iPod Sales
iPad Sales
iTunes Sales
Other



>> iPad NEWSPAPER

The Murdoch Empire expands further, this time to the iPhone.

The Daily for iPad finally launches

World's first iPad-only newspaper appears

Rupert Murdoch's News Corp may be reeling at criticism of phone hacking at the *News of the World*, but this hasn't stopped it introducing the first-ever iPad newspaper app, *The Daily*.

Launching the title, Murdoch congratulated Apple on the iPad and said, "New times require new journalism. The challenge is to take the best of traditional journalism and combine this with the best of contemporary technology. The iPad demands we completely re-imagine our craft."

Based in New York, *The Daily* will cost 14 cents per day, or 99 cents per week. It isn't available in the UK, but News Corp is a significant media player, so it's likely we'll see something like it here in future, though the company said nothing on the prospect. "News Corp is redefining the news experience with *The Daily*," says Steve Jobs, Apple's CEO. "We think it is

terrific and iPad users are really going to embrace it."

Already compared to the *Daily Prophet*, the newspaper read by young wizard, Harry Potter, *The Daily* promises over 100 pages of news, lifestyle, entertainment and sports each day. It offers video content and unique photography,

interactive charts, infographics, clickable 'hot spots' within articles and the option to save articles to read later. Readers can leave comments, including audio comments. There's even a daily crossword and Sudoku game.

The Daily also attempts to use social networking and the viral nature of the web. Readers will be able to share web-friendly versions of articles through Twitter, Facebook and via email. "The Daily is not an island," said Murdoch.

Apple is also opening up its subscription model to other publishers. ●

>> APPLE IN NUMBERS

1

Movie rentals per minute through iTunes

HOT OR NOT?

The latest word from the Apple rumour mill

HOT: Next iPhone will be a portable wallet

We've heard the iPhone will boast NFC support, now it seems Apple's planning an iTunes-based payment system for this too.

HOT: AirPlay TV sets

We know Marantz, JVC and others are offering AirPlay-enabled iTunes-compatible systems, but we now expect AirPlay TVs from other makers also.

NOT: iPad 2.0 Retina Displays

Don't hold your breath for Retina Display resolutions in the next iPad - these screens are expensive and we don't expect to see them appear until iPad 3.0.

NOT: Virtual OS X

Termination of Xserve led to rumours that OS X Server would be made available to run on virtual machines that run on non-Apple hardware. We don't think so.



Apple on TV

The Mac is ready for its close-up

If you've been keeping up with Brit-born Hollywood success Hugh Laurie (Dr House) in *House* on Sky 1, then how can you have missed the many Apple products taking a regular moment in the show?

If you've spotted a Mac on TV, email macformat@futurenet.com and tell us all about it!

>> ACROSS THE POND

iPad 2
wishlist

Susie Ochs



Poor Apple. Sure, the company sold just under 15 million iPads last year, doubling many analysts' expectations and setting the bar for every tablet to come. But that was just the very first year it became available. Nobody knew what to expect from it, or even what was necessary for such a 10-inch touchscreen tablet to succeed.

Now Apple is on the cusp of announcing the iPad 2, and suddenly everyone's an expert. My own wish list for the Second Coming of iPads is about a mile long. With all the Apple emphasis on *FaceTime*, obviously it needs a front-facing camera, and a rear one too for augmented reality apps. If we're going to add cameras then we need *iMovie* for iPad, expanding on the functions of *iMovie* for iPhone, but not as robust as *iMovie* on the Mac. While Apple's rewriting *iMovie*, it might as well make iPad versions of *iPhoto* and *GarageBand* too. Call it *iPadLife*!

The multifunction iPad Camera Connection Kit is so useful to owners that it'd be a shame if

"If we're going to add cameras then we need iMovie for iPad, expanding on the functions of iMovie for iPhone"

Apple neglected to add an SD card slot and - fingers crossed - a USB port too.

The iPad is such a personal device, it can be hard to hand it over to someone else to try for a day or two. First I have to shut off my email, Twitter account, clear my browser history - that kind of thing. Enabling user accounts, or even just a guest account, would be welcome, then you'd be more welcome to test-drive my iPad.

Obviously I'd like a thinner form-factor and higher-resolution screen, but it's easy to trust Apple to make excellent design decisions. Just nothing too crazy please, like ditching the Home button for some less-intuitive gesture-based scheme. Let's hope those rumours prove to be way off the mark!

Expectations are through the roof. I'm so eager to start writing actual facts about the iPad 2 instead of rumour and speculation. Right now, every day feels like three days before Christmas. The only definite is that the wait is almost over. ●

Susie Ochs, Senior Editor of Mac|Life, still hasn't come down from her high after the Packers won the Super Bowl XLV.

>> DIGITAL BOOKS

OFT opens book
on Apple sales

iBookstore faces regulatory scrutiny

Apple and Amazon face investigation by the Office of Fair Trading over the so-called 'agency deals' under which both firms sell eBooks via the iBook and Kindle stores.

The OFT wants to find out if there's any truth to alleged anti-competitive price-fixing deals within the nascent digital book publishing industry following a "significant number of complaints".

Specifically, the competition regulators are checking "into whether arrangements that certain publishers have put in place with some retailers for the sale of e-books may breach competition rules".

The Competition Act 1998 prohibits agreements, practices and conduct that may have a damaging effect on competition in the UK. These include anti-

competitive agreements, deals which "restrict or distort" competition and those which may affect trade between EU states. In the US, similar enquiries were launched last year by the US states of Connecticut and Texas.

OFT's statement read: "The investigation is at an early stage and it should not be

assumed that the parties involved have breached competition law."

Should Apple be found in breach of competition law they could be fined and even required to take reparatory action. Such action could conceivably

see Apple forced to abandon its agency model for eBook sales. This sees Apple take a cut of sales, rather than the previous arrangement that required online vendors to purchase digital titles at an agreed price before selling them on at preferred price. ●

>> APPLE IN NUMBERS

10 billion

Number of apps sold via
iTunes since its inception

Stockwatch

A look at the world of Apple business with Clem Chambers



After a few months of media succession preparation, the news is out: Steve Jobs is to take health leave from Apple. This doesn't sound too bad, yet it's only the most positive optimist who can imagine that he will be back. Jobs is already a walking medical miracle and while we all hope this can go on and on like the company's magical

rise, it doesn't take much to imagine that Apple's future will now be less and less influenced by him.

This is of course terrible news on all levels and while many seem to think that Apple is not the Steve Job's show, it is. Apple is a phenomenon in the same way it was in the beginning and wasn't in the middle. We all know the

common denominator. Apple is now the short of the century, as its pipeline of genius plays out. \$400 a share now seems a forlorn hope. How long will it be before the first missteps turn into a habit of stumbling? For Microsoft it was two or three years...

Clem Chambers is CEO of ADVFN, Europe's leading stocks and shares website.

>> iUNICORN

White iPhone looms

The mythical handset could in fact be real

Apple's long-delayed white iPhone 4 may appear soon, with an initial introduction in the US, though such hopes could still be dashed for the gadget Apple blogs everywhere now call the 'unicorn phone'.

Hopes the white model may appear this season follow its appearance within both Best Buy and AT&T's internal ordering systems. Best Buy listed release for 27 February, while AT&T seemingly suggests both 32GB and 16GB models of the white iPhone 4 are scheduled. Both Orange and Three in the UK subsequently listed the device on their websites, fanning further expectation.

Apple last year warned customers its iUnicorn

wouldn't make the Christmas rush, promising only that "the white iPhone will be available in spring 2011". An earlier July press release warned: "White models of Apple's new iPhone 4 have continued to be more challenging to manufacture than we originally expected."

The company has never disclosed what the problems might be, but many speculate the white glass case panels might leak light into the device's camera sensors.

At the time of writing, Apple's website makes no mention of the white iPhone with all images of the handset evicted from the company website. ●

A mock-up of what a white iPhone looks like in fanboys' dreams.



>> MICROSOFT

MS Office to App Store

Microsoft now "looking at" App Store sales

With Apple now the world's third-biggest PC maker, if iPad sales are counted as PC sales, perhaps it's no surprise that Microsoft is considering selling *Office for Mac 2011* via the Mac App Store, as it also moves slowly to the iPhone. The company has also begun offering a free 30-day trial of *Office* for the Mac.

"For those who will be trying the suite for the first time," the Office for Mac team blogged, "we hope you enjoy some of the new items - *Outlook* for Mac, new co-authoring tools, *Excel*'s Sparklines, Dynamic Reorder in *Word* and *PowerPoint*, and more." The productivity suite has exceeded Microsoft's "internal sales milestones", the team promised.

The stage also seems set for a move to offer at least some *Office* for Mac apps for



OneNote is Microsoft's free offering on the iPhone.

sale via the App Store. Microsoft's Amanda Lefebvre told All Things D, "It's something we are looking at". Microsoft also recently began porting *Office* to the iPhone - in January it introduced an iPhone version of its *OneNote* note-taking program as a free download in the iOS App Store. The *Office* trial is at www.microsoft.com/mac/trial. ●

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Facebook

Visit our Facebook group. Just do a search for 'MacFormat' to find us.

App Store

Find MacFormat apps on the App Store - just search 'MacFormat'.

COMPETITION

Win! A 32GB Wi-Fi iPad and Parallels Desktop 6!

A chance to win a copy of the Mac's premiere virtualisation tool

With *Parallels Desktop 6*, you can run alternative operating systems such as Windows or Linux on your Intel-based Mac without having to reboot. Version 6 is the best yet, offering more than 80 new and improved features. It's now 64-bit, and speedier across the board. For gamers, it supports 5.1 surround sound, the user interface has been polished and its enhanced 3D graphics capabilities are 40% better than before. No wonder we gave it 4.5/5 in our December issue!

Parallels Desktop 6 for Mac also includes a mobile application for use on the iPad, iPhone or iPod touch. *Parallels Mobile* is essentially a VNC that lets you access and control virtual machines from an iOS device. And thanks to our pals at Parallels, we've got six copies of *Parallels Desktop 6 for Mac* to give away, with one lucky winner also bagging a 32GB Wi-Fi-capable iPad.

The Question

To stand a chance of winning one of these superb prizes, just answer this simple question:

Which app lets you access Parallels virtual machines from iOS devices?

- A) *Parallels for iPhone*
- B) *Pocket Parallels*
- C) *Parallels Mobile*

For more information visit www.parallels.com/uk.

>> HOW TO ENTER

- To enter, text IPAD, followed by a space then your answer (A, B or C), space, then your name and address to 87474; or enter via our website at www.macformat.co.uk and click on the **Competition** link.
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Me&MyMac

MacFormat readers share their beloved Mac setups

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Want to share your Mac setup with us? Send a photo of your kit to laurence.cable@futurenet.com

Apple Cinema Display 22-inch

Whatever Mac you hook these displays up to, the result is always fantastic.

Harman Kardon SoundSticks

These striking speakers sound great and match the old-school display perfectly.

MacBook Pro 17-inch

Lloyd chose this early unibody model so that he could swap the battery.

Power Mac G5 1.8GHz

It may not have an Intel processor, but with plenty of RAM, the G5 flies along.

Apple Keyboard

Wireless is all well and good, but nothing quite beats having a full-size keyboard for your Mac.

Apple Mouse

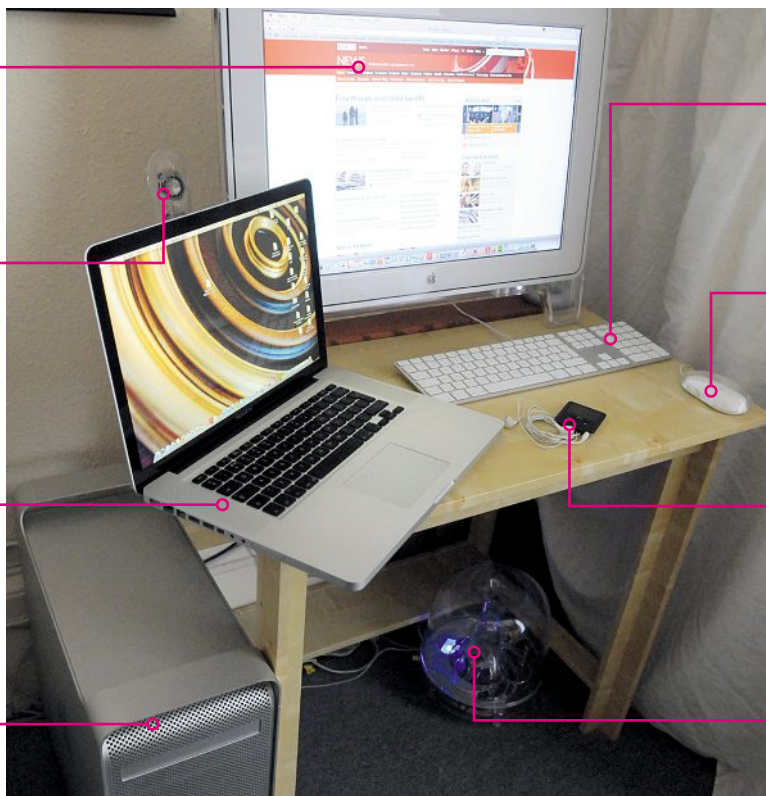
No scroll ball and only one button, but these humble optical mice remain solid performers to this day.

iPod nano third-generation 8GB

More great classic kit! This was the first nano to support video playback.

Harman Kardon subwoofer

Complete with its glowing blue light, this adds some oomph to the SoundSticks.



©Celia Mammings

>>> PROFILE

Name: Lloyd Ellington

Occupation:

Press photographer

Been using a Mac for:
10 years

Favourite hardware:

Unibody MacBook Pro

Favourite software:

Photoshop and the Phantom Gorilla BBC Dashboard widget

Like a true Mac fan, Lloyd's put the stickers that came with his Mac to good use, with one adorning the bumper of his car. This led to plenty of taunts from his girlfriend, who started calling him a 'Macasaurus'. Funnily enough, the jibes stopped when he persuaded her to make the switch from Windows.

We love to see older Apple gear being kept running by enthusiastic individuals, and press photographer Lloyd has a real eye for a bargain when it comes to his tech. So much so, in fact, that he regularly buys kit with broken parts and brings it back to life. "I've been through a few PowerBooks, iBooks and iMacs in various conditions. The internet has great pages on how to repair parts of machines and getting replacement bits and bobs."

Indeed, most of Lloyd's Mac gear has come from eBay. See that G5 tower

"The internet has great pages on how to repair machines and getting replacement bits and bobs"

there? That was £200. And the 22-inch Cinema Display? That was a whole pound.

It all started a decade ago when he was given a PowerBook G3, which served him well for many years. "A few tears were shed when that went to the great recycling machine in the sky," he recalls fondly.

Several Macs later, he decided he needed something really powerful. "I invested in a modern machine for massive storage and one that offered blisteringly fast speeds for my photographic work," he explains.

"With a RAM increase, the G5 is easily capable of handling all of today's web activity and looks mind-bogglingly beautiful under the desk."

While older Apple kit is still very capable, the switch to Intel represented a cut-off point for a lot of software, so Lloyd added a MacBook Pro to his arsenal. But he didn't want just any MacBook Pro – Lloyd's work means he's often out on the road, away from a power outlet for hours at a time, so he wanted to be able to carry a spare battery. After a bit of research, he nabbed himself one of the early unibody models, and is delighted. "It's got easily enough capacity to handle my raw photographic files without showing the beach ball of doom. It now means I'm future-proofed for at least five years before I even have to consider trading up again." ●

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LEFT: The new Armstrong & Miller app for iPad and iPhone features all their classic sketch show characters.

FAR LEFT: Standing tall, Ben Miller forms half of the classic Armstrong & Miller partnership.

ABOVE: You need to land Ben successfully on the target in his new app's Parachute game.

Words: Graham Barlow

I use my Mac for writing comedy sketches

The Primeval star talks to MacFormat about why he needs Apple in his life...



© Colin Thomas

»»PROFILE

Name: Ben Miller

URL: twitter.com/bennylicious

Occupation: Comedian, director and actor

Systems: MacBook Pro, MacBook Air, iPad, iPhone 4

MacFormat: When did you first start using Macs?

Ben Miller: It was way back in the day at community college - 1983. The first Mac I bought was an LCII, in about 1989.

MF: Why a Mac and not a PC?

BM: To begin with, because I was learning BASIC. Later, because they were so much more companionable than PCs.

MF: What are your favourite or most-used Mac apps and why? What do you use them for?

BM: VoiceMemo is great for scratch audio recording. Time Machine is just bafflingly brilliant. And iTunes is the one ring to rule them all.

MF: You've got an iPad too - what do you think of it?

BM: I love it for movies, books and newspapers. Reading emails on it feels like a special treat.

MF: Do you take your Apple devices on tour with you? Are they useful?

BM: Yes - I have a MacBook Pro at home as my server, then a MacBook Air to take on the road. Oh, and an iPhone 4 and an iPad. I am a real Apple casualty.

MF: What projects are you working on right now?

BM: We've just finished a new Armstrong & Miller app for the App Store. It's got a pilot game that is more

addictive than Parisian macaroons. We also have a beautiful new book in the shops for Christmas.

MF: Where do you see the future of digital content going? Will internet video take over from broadcast TV shows?

BM: I can't see *The X Factor* working so well anywhere other than as a live broadcast. Equally, I could no longer find joy in life without the BBC iPlayer.

MF: You've got a lot of followers on Twitter - how do you get on with it?

BM: It's not good for you but it tastes great. And if you like snacking morsels of everyday flotsam then you can find me at @bennylicious. ●

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Gadgets

The hottest kit on the horizon for your Mac and iPhone...



▲ AC Ryan FLUXX Full HD Connected Media Player

ETBA www.acryan.com/fluxx

What is it? According to AC Ryan, the FLUXX is 'the first and most connected full HD media player to ship with the Intel Atom CE4150 processor'. It boasts optional Wi-Fi 'n' connectivity, 1GB DDR3 RAM and 2GB of 'extreme' on-board NAND-flash memory. It's available as a bare unit or with integrated hard drives of 500GB to 2TB capacity, and a huge range of audio and video formats are supported.

When's it due? Expect it in March.

Why are we excited? We're still waiting for a high-quality media streamer that combines the finesse of Apple TV with the versatility of some third-party devices. Could AC Ryan's FLUXX fit the bill?

▲ Sphero

Under \$100 (£60) www.gosphero.com

What is it? A glowing robotic ball you control using your iPhone. It's roughly the size of a cricket ball, connects to your iPhone using Bluetooth and includes a built-in gyro and accelerometer. Watch a video of it in action on the Sphero website.

When's it due? Late 2011.

Why are we excited? It's amazing what you can do with an iPhone and a downloaded application. With your Sphero, you could play *Super Monkey Ball* for real (almost), indulge your colleagues with a round or two of office golf, or team up with a Sphero-owning pal and have a race. It's also extremely handy for giving your cat the runaround. Okay, so it's not going to win any practicality awards, but you've got to admire inane innovation.



▼ Casio Exilim TRYX EX-TR100

£250 www.casio.co.uk

What is it? Available in black or white, Casio's Exilim TRYX EX-TR100 features an interesting opening-frame design, a three-inch LCD rotating touchscreen and a wide-angle 21mm single-focus lens. It can film full HD movies in H.264 video format, record slow-motion footage and even be clipped to a shirt pocket.

When's it due? Out now.

Why are we excited? It has the convenience of a mini DV camera with the versatility of a more traditional camcorder. And it's equipped with Casio's new HDR ART feature, for taking stylish stills at a button press.



▲ Phonofone III

\$320 (£200) www.scienceandsons.com

What is it? This elegantly designed ceramic passive amplifier is made for the iPhone. It amplifies the device's volume by around four times, to roughly 60 decibels.

When's it due? Order online now.

Why are we excited? Much as we love modern technology, we also have a soft spot for retro. The Phonofone III isn't the most versatile speaker system around (to say the least) and is very expensive and bulky, but wouldn't it look great with your dog sitting next to it?



◀ ION iCADE

£TBA www.ionaudio.com

What is it? An iPad dock in the guise of an old-school, coin-op cabinet. But it's not merely cosmetic. With your iPad docked in iCADE, you can play games using its full-sized joystick and eight buttons. At the time of writing, the only compatible game is the timeless classic *Asteroids*, but thanks to a deal between ION and Atari, more are being worked on and should be ready by the time iCADE hits the shelves.

When's it due? Later this year.

Why are we excited? How couldn't we be excited? Those of a certain age will welcome the chance to play the games of their youth on today's cutting-edge technology, and iCADE just oozes retro cool.

▲ Clickfree Wireless

£150 (500GB) or £210 (1TB)
www.clickfree.com

What is it? Remember Clickfree Backup, the highly regarded USB drives that made it really easy to back up your files? Well this is a new Wi-Fi version. It's available in 500GB and 1TB capacities.

When's it due? Should be out in the UK by the time you read this.

Why are we excited? Once again, Clickfree has greatly simplified the backup process. By plugging the Clickfree Wireless directly into each computer on the network you wish to cover and performing an initial backup, settings are remembered and your Macs (or Windows PCs) are backed up wirelessly thereafter using 802.11n wireless technology. The prospects look good.

Feedback

>> CONTACT US

Whatever your Mac-related cares, concerns or calamities are, let us know about them by contacting us on the following email address: macformat@futurenet.com

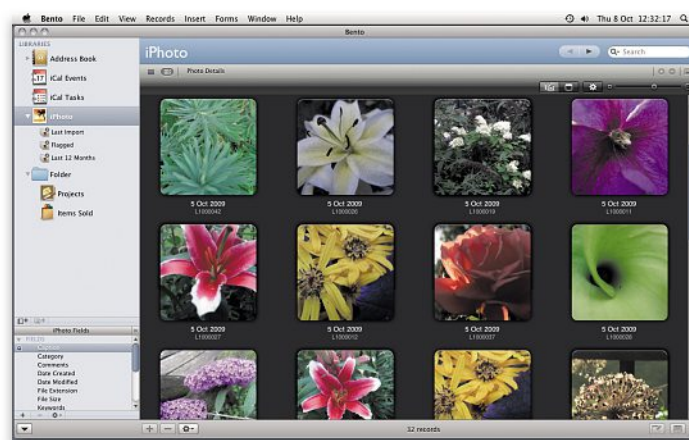
Let us know what you think about your Mac, MacFormat and everything Apple

Mac database

Is there such a thing as a Mac database management system? I am a 'Windows switcher', having used *Microsoft Access* since about 1993, and I was very sorry (and not a little surprised) to learn that Microsoft don't do a 'Microsoft Access for the Mac' as they do *Excel* and *Word*. I downloaded *Office 2011 Home and Student for Mac*, and then decided to add *Outlook* as well - only to find that *Outlook for Mac* isn't available on its own so I have to spend £200-odd on the whole *Office for Home and Business*, which I don't need. What should I do?

Otherwise I am most impressed with my iMac; my son has had one for two to three months and has not stopped raving about it.

Dr Michael Barley



We reviewed FileMaker Bento 3 in Issue 215 and gave it a healthy four stars.

MacFormat replies: We're glad you're enjoying your new Mac, Dr Barley. *Filemaker Pro* (currently up to version 11) is the longest running, most-used database application for the Mac. If you find it a little too much (or too expensive) for your needs you

might like to consider Filemaker's entry-level option, *Bento*. With regard to *Office*, the only way to get *Outlook* is as part of the suite, however many Mac users find that Apple's *Mail* application is perfectly suited to their needs, and it comes free as part of OS X.

iPhoto '11 restrictions

I've just upgraded my iMac with *iPhoto '11* and have created a book with the intention of sending it to a friend in the US. But when I go to add the send address, I find this is not possible. I contacted Apple to be told you must have a billing address in the US, a credit card issued by a bank in the US and specify a shipping address in the US. Why these restrictions? After all, the US has sent men to the moon, so why can't I send the photo book to my friend in Illinois?

Bob Murphy

MF replies: It's a legitimate complaint, Bob, especially when companies such as Photobox can deliver internationally. We suspect (but don't quote us!) that it's something to do with having an Apple ID that is linked to a country. For example, if you've got an Apple ID that's registered in the UK then when you go to the iTunes Store you can only purchase from the UK section of the store. Whatever the reason, it's a problem that Apple could do with addressing.

Online backup

I enjoyed your feature on online backup in the February issues. This is something I've wanted to set up for some time. I agree that it's essential to have off-site backup.

But your article left unaddressed a fundamental problem with these online

>> STAR LETTER / TV in disguise?

We're going to be buying an Apple iMac (21.5-inch, 3.06GHz). We have seen that the iMac has a large display and were wondering if a Freeview box could somehow be connected to the iMac to enable us to watch TV on it. We are looking for a relatively cheap, reliable and simple way to do this but so far have found no answers.

Duncan Ritchie

MF replies: Yes, it can! Both Elgato (www.elgato.com) and Equinix (www.equinix.com) make products that enable you to get Freeview/satellite and even analogue TV on your Mac. However, you're in luck, as your prize for providing this month's letter of the month is an EyeTV Hybrid, so you don't have to worry about getting one!

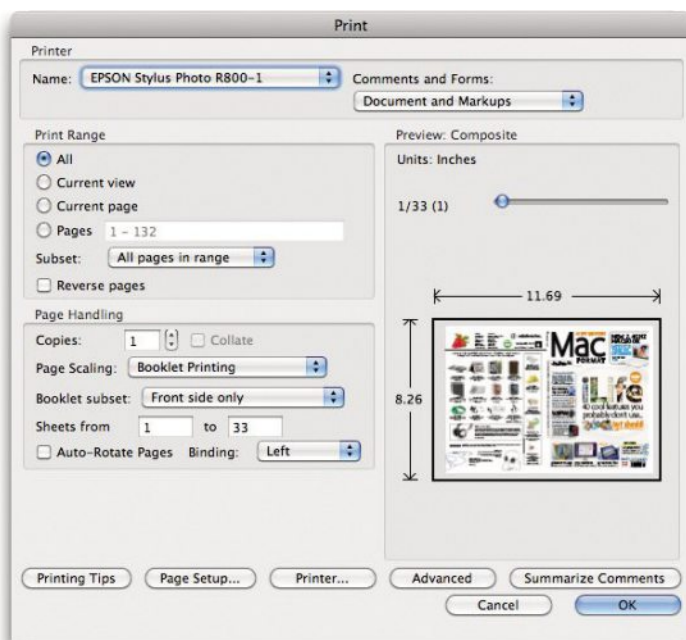


>> STAR LETTER



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Using Adobe Reader provides a simple solution to the age-old booklet problem.

solutions. That is, how to upload your data in the first place when upload speeds are so slow – and often ISPs make no commitment on their upload speed (unlike the download speed).

You mention the point in your article. But you essentially sidestep this considerable issue, and instead state that eventually ISPs will probably deal with it.

In my case I tried to use a service that you did not review – called Arq. Elsewhere it has received favourable reviews and uses Amazon Web Services for storage. My upload speed, while not unusually slow, implied it would take 10 days to upload

my data. I simply could not afford that time. In the meantime, of course, I am left to run the risk that your article highlighted as best avoided – losing my data. But given the upload issue I do not think your article did justice to the issues in this area. If you could offer any help regarding the upload issue I would be very grateful.

Timothy Woodward

MF replies: It's true that the initial upload to any online backup service is terribly slow. In fact, it's not unreasonable to expect a backup of a modern Mac connected to a broadband service with, say, a 132KB/sec upload to

take about a month! In comparison, your figure of 10 days is actually quite quick. But remember, this is only for the initial backup. Once this is done, your subsequent incremental backups will be much quicker since the vast majority of your data won't have changed. We're not sure, but it sounds like you're expecting all your backups to take the same amount of time?

Mac booklets

Back in issue 231, Hugh Montgomerie asked about producing booklets on a Mac. By far the simplest method (which I discovered by accident) is to create your original document in any application you like, without any regard to page layout. It's probably simplest to format the document as A4 portrait at this stage. Then use the 'Save to PDF' option available in the Mac OS print dialogue box.

Open the resulting PDF file in *Adobe Reader*, then print that using the booklet-printing tool. It isn't immediately obvious but it can be found in the 'Page Scaling' drop-down menu.

Peter Neil

MF replies: What a great tip, Peter – thanks very much! We should add that providing you're willing to put the effort in, you are able to print out booklets from within *Word*, as reader Barry Cardy has. If you'd like detailed instructions then drop us a line at macformat@futurenet.com.

» APPLE EVENTS / What's going on?



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21-23 March 2011

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developers with keynotes, tech sessions and much more.

MACFORMAT Issue 233

30 March

Everything Apple-related inside the best UK Mac magazine.

CeBIT, Hannover, Germany

1-5 March 2011

Europe's largest technology show is a feast of electronic trickery for consumer and business users.

iPHONE, iPAD DEVCON, Boston

4-6 April 2011

A day of workshops and two days of technical classes, with an extra focus on enterprise users and managing apps.

MUSIKMESE, Frankfurt

6-9 April 2011

This is one of the world's leading events for music creation, recording, production and more.

Twitter talk

From the Twittersphere

We asked:

What will happen to Apple if Steve Jobs doesn't return to work this time?

@penningtonj

"It would survive and thrive despite a short-term decline; Apple the company isn't one man."

@mrpauljackson

"Won't the world stop turning then proceed to turn in the other direction as time reverses?"

@netroman

"The focus and direction would change and Apple may lose their edge."

@NGT67

"The competition led by the media would attempt to undermine and destroy Apple."

@dscotsman

"To paraphrase: like Torres and Liverpool, no one man's bigger than the company! The Apple machine would power on as usual."

@AdamJPart

"I think it would carry on with the likes of Johnny Ive taking a much higher role in the company, with Tim Cook being CEO."

@jrbenson

"The technology world would be a much poorer place. Steve Jobs' passion, attention to detail and vision would be very hard to replace."

You can find out what we're up to each month by following the team at [Twitter.com/MacFormat](https://twitter.com/MacFormat)

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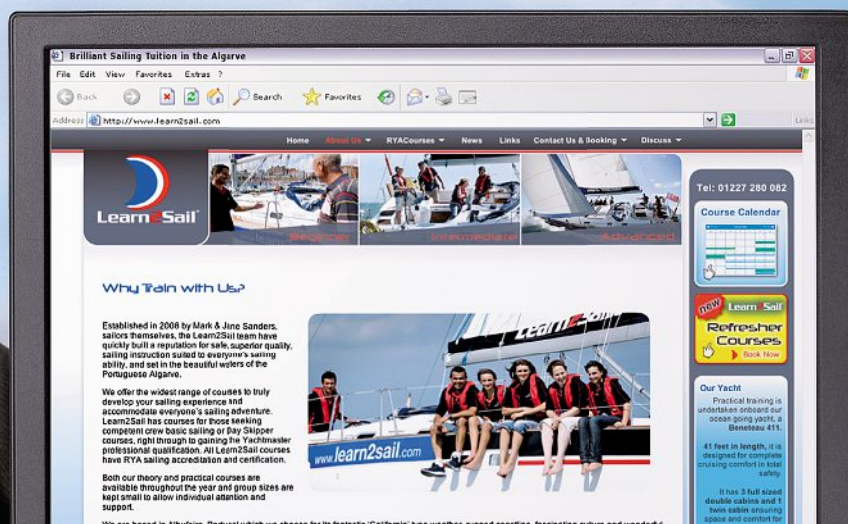
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MacFormat's offices are located just a stone's throw away from The Rec, where Bath Rugby use Macs to improve their players' performance on the pitch.

Words: Laurence Cable Photography: Dave Caudrey and Simon Lees

MacFormat investigates

How Macs are transforming world sport

All around the world, top teams are turning to Macs as they seek to get that vital extra edge over their opponents

Say you were to meet former England rugby captain Steve Borthwick in a bar – what would you talk about once the rugger conversation dried up? Well, you could bring up the subject of Macs, seeing as they play a key role in helping him – and hundreds of other elite athletes – prepare for their big games. In football, you'll find Macs at Manchester United, Tottenham Hotspur and Everton, to name just a few Premiership sides. The England national team also uses them, as do the majority of top rugby union sides, national basketball teams and the West Indies cricketers.

With the help of highly trained performance analysts and software written specifically for the Mac, the Apple gear is vital in providing feedback to players about their performances, both during matches and training, as well as post-match. Not only that, it has become a key tool in preparing teams for forthcoming opposition tactics.

The analysis software of choice is Sportstec's *SportsCode*, which has

been Mac-only ever since the company started a decade ago. Sportstec's UK CEO Jon Moore, himself a former rugby coach and analyst with the Welsh Rugby Union and Bath Rugby, revealed that there was only ever one choice of computer for *SportsCode* to run on.

"The basis was choosing a platform that was going to give us the functionality range that we wanted to achieve," he explains. "There was no question the Mac was going to give that cutting edge. It doesn't crash, it handles video, it compresses while we're in the middle of a performance and it enables us to have information immediately available to coaches during and after a performance."

From LA to Cardiff

A glance at Sportstec's list of clients tells you that performance analysis is a seriously big deal in elite sport. As well as the teams we mentioned above, other users include Chelsea and Liverpool football clubs, David Beckham's LA Galaxy, FIFA, the majority of the top NBA basketball

teams and the English national cycling team. Taken together, that's a lot of Macs in high-up places, so we decided to go to the epicentre of the revolution to find out what all the fuss is about.

Tucked away in a quiet suburb of the Welsh capital at the University of Wales Institute Cardiff (UWIC) is the Centre for Performance Analysis (CPA), which is leading the way in performance analysis research and teaching. It's here that a dedicated team of top coaches, analysts and technicians is constantly pushing the boundaries of performance analysis, and training the next generation as part of their postgraduate courses. From the moment you walk in, it's clear they love anything Apple-related. As we sit in a lab full of the latest 21-inch iMacs, coaches come and go with iPads tucked under their arms or iPhones pressed to their ears. Even the routers are Apple AirPort Extremes, selected in favour of cheaper alternatives for the simple reason that they work so seamlessly with the rest of the Apple kit. »

INVESTIGATION



[01] Basketball coach Damian Jennings talks us through some of his recent match analysis.

[02] CPA director Darrell Cobner worked with the English rugby World Cup-winning side in 2003.

[03] The iPhone, iPad and iPod touch now mean that coaches can give players real-time feedback during matches and training.



»» PROFILE

Name: Darrell Cobner

Job title: CPA director, lecturer in performance analysis

Apple hardware: iPhone, MacBook Pro, iMac

Web: <http://cpa.uwic.ac.uk>

Career: Cobner spent 18 months as a performance analyst for the English Hockey Association before becoming a senior performance analyst with the English Rugby Football Union. He moved to University of Wales Institute in 2006.

SportsCode's a complex and powerful bit of software that's been designed with ease of use in mind so analysts, coaches and players alike can use it. Before a match or a training session, coaches work with analysts to determine what aspects of play they want to focus on and this is coded into what's called a template. So in basketball, one such example could be every time a player blocks an opposition's shot. As play begins, a live video stream is fed from a DV camera into the analyst's Mac. With footage rolling in, the analyst attaches appropriate tags to the video. That way, when the coach wants to see all occasions when shots were blocked by opponents, he can watch all the clips one after the other, with no need to rewind or fast-forward long reams of footage. Given time, this can lead to a huge database of clips that players and coaches can look back on, to gauge progress over a period of time.

Model pros

The assistant coach of the Great Britain women's basketball team, Damian Jennings, is in no doubt about the importance of the Mac's role in performance analysis.

"After four years of using the Mac for performance analysis at UWIC, it's become part of the fabric of what the players do here," he explains. "The interesting test was last

summer, when I took it to the GB team for the first time; they were blown away by it. They're used to watching VHS video, but with this we're able to get a *Minority Report*-style screen of various footage coming up of different situations.

"What the Mac and *SportsCode* enable you to do is get information fast and instantly respond to players' questions – perhaps about us getting out-rebounded by the opposition – rather than saying 'I'll get back to you tomorrow'. It becomes interactive, so they can ask to see specific aspects, and we can do that at the touch of a button," Jennings says.

"What the Mac and SportsCode enable you to do is get information fast and instantly respond to players' questions"

As we chat to various coaches, it becomes clear that selling the idea of performance analysis with *SportsCode* has been made infinitely easier by the fact it runs on Macs. "If you look at what computers all the players have, they've all got Macs," Jennings enthuses. "Last night we had a performance analysis session where they had to take notes, and about half of them were writing on Macs as opposed to hand-writing."

"It's trendy, isn't it?" Moore agrees. "Everybody wants a Mac, and when

you realise how easy and intuitive it is to use, it only takes a short spell with a young player to show them what a Mac can do compared to a PC. The players have often got iPhones anyway, so the Mac's an easy sell. It's about lifestyle and empowerment – I was a carpenter and joiner, then for over 20 years I was a professional coach before I became manager of this software. I've come through various different types of employment, but I can manage my own web page, I can video stream – Mac means empowerment."

The Mac bug has bitten plenty of players after they witness the

machines used in their performance analysis. Moore goes on: "I've got young players who I mentor, and I use *iChat* and video chat with them. I can be 200 miles away, sharing their desktop and showing them vital critiques of their game. Tell me how I could do that on a PC without it being too complicated..." He pauses to allow for a response, but you can tell he doesn't expect an answer.

Darrell Cobner, the Director of the CPA who worked with the English rugby union team that won the World





Cup in 2003, reflects on his experience. "If you go back to when I was with England rugby, you had the old guard who have been in the game for a long time, who know it inside out and know what they're doing. They probably don't need performance analyses because they're going to reflect on their own performances. But with some of the younger groups, such as the under-21s, you're exposing them to it when they're a bit more familiar with computers in the first place.

"One player who really got to grips with the lineout side of it was Steve Borthwick. He'd take a collection of opposition lineouts and got in amongst the video to know what they were going to do against us," Cobner explains.

The new breed

A smile comes across Moore's face at the mention of the former England Captain. "At that time, I was the Forward and Scrum Coach at Bath," he says. "Steve was one of the first players to say 'I'm buying a Mac'. He was then asking if he could take the footage home to look at. He was the new breed of professional who understood he was investing in a Mac and investing in his future.

"And it made a difference. He was a player who'd just broken into the first team, and we would count his significant moments in a game.

When he started, he'd just be breaking into double figures. But studying and looking at situations, and working with the Mac and software to understand how he could deploy himself better, he went up to 30-plus moments in a short period of time," Moore enthuses. "He was the first player to say 'Where's the game, where are my individual moments? Jon, will you sit down with me and go through them?'

"And through that period of sitting with him, we ended up setting up a room where the players could come to look at footage."

Players reviewing and analysing their own footage is something several coaches touch on, and the simplicity of the Mac platform is one of the key enablers. Huw Wiltshire, who spent many years with the

Welsh Rugby Union, most recently as their performance manager, is a big advocate of the difference it has made to modern athletes.

"When you get players reviewing their performances, you know you're getting the right message through to people, because you've got a player being proactive to the point where they want to generate their own self-analysis or an analysis of the opposition. It's leading us to more self-sufficient athletes," he says. "The difference I've seen in 15 years of professional rugby is that players are far more educated and critical in a constructive fashion.

"Ultimately, what a lot of the Mac software does is provide simple, clear direction. You don't want people paying lip service, just saying 'Oh, I've done my analysis'. You want them to

[04] The CPA is the training ground for the next generation of top performance analysts.

[05] Hockey coach Toby Nichols reviews a recent game as he prepares to brief his players.

[06] The Apple kit they use at top sports clubs is the same gear many of us have at home.

[07] SportsTec CEO Jon Moore and CPA director Darrell Cobner are constantly finding new ways to make Macs support top athletes.

[08] Former Welsh Rugby Union performance manager Huw Wiltshire believes Mac-based performance analysis has changed sport for the better.



» MACS AT OPTA / The stats men

When you glance through the sports pages of a newspaper or website, you can't fail to notice the wealth of match stats they include. Possession, shots on target, tackles, fouls - they're all meticulously counted and served up for your delectation as a sports fan. But did you know that Macs play a key role in collecting them?

The heavyweight in the field is Opta, which works with such

household names as *The Times*, *The Daily Telegraph*, *The Daily Mail* and *The Guardian*. Opta stats also appear on Sky Sports, BBC Sport and Eurosport. "In our London office we have about 20 Mac minis," says Paul Pettitt, a senior data collection executive at Opta. "We also have about 10 in each of our offices in Madrid, Munich and Bassano del Grappa. The Macs are effectively TVs and we rely heavily on Elgato's

EyeTV software to rewind, fast-forward, pause and record live TV.

"Our usage of Macs came about because we couldn't find anything near as high-quality as the 'Sky+ style' functionality of the Mac. It's now irreplaceable," he explains. "Previously, we used video tapes and had to stop, rewind and play to review any incidents during a live game, and there are 20-30 incidents that need reviewing on average."

INVESTIGATION



01



02

[01] Bath Rugby's match day analysis setup consists of several MacBook Pros handling multiple video feeds.

[02] With the help of Macs and a team of analysts, Bath Rugby's players are well-briefed on upcoming opposition tactics.

[03] SportsCode, the weapon of choice for numerous top clubs, takes advantage of the Mac's video-handling competence.



03



»»PROFILE

Name: Darren Lewis

Job title: Bath Rugby head performance analyst

Apple hardware:

MacBook Pro, iMac

Web: www.bathrugby.com

Career: After graduating from a sports science degree in 2006, Lewis worked at Opta for a year before enrolling on UWIC's MSc course in Performance Analysis, which he's now working towards. Following various work placements as part of his MSc, he landed the job of Head Performance Analyst at Bath Rugby for the 2010/11 season.

use it for a purpose, and the Mac is a really powerful piece of kit from a number of perspectives. From the laptop to the iPad and iPhone, to the fact that you can sync and get a congruence between the three, it's a complete performance solution."

Real-time feedback

Wiltshire's point about Apple's portable devices brings us onto an area of analysis that's growing incredibly fast. With the iOS family, the analysts are no longer limited to providing feedback after a match or training session - they can now feed live, real-time information straight back to the coaches in the dugout or on the practice pitch.

Basketball coach Jennings has been one of the first to try out the mobile system, and he's already a big fan. "We're using iPod touches at the moment but we hope to have iPads in the future. Half a dozen pieces of statistical information we want there and then get sent to us as coaches, and we can deal with it. Hopefully with the iPad we'll be able to get visual feedback as well," he enthuses.

One of the apps they use is *iCODA*, which links to CODA, another of Sportstec's products. But a lot of the others are the same apps many of us use on a day-to-day basis, including *iTeleport*, which enables you to control your computer from an iPad, AirDisplay and Air Sharing.

We go upstairs to see another of the CPA's labs, this one with a range

"With all the software pushing the machines to the limit, they have to be high spec if you want to watch clips back, scroll through video and do compressions in the background," explains Adam Cullinane, a Performance Analysis Officer, as we sit in his office, stacked to the roof with Apple kit, past and present. He and his colleague Lucy Holmes, the Performance Analysis Laboratory Director, spend their time pushing the Mac hardware and software to its limits. Their current project is to test an AirPort Extreme outside, so that it can be used at larger sports venues, including those where there isn't an electrical socket available.

"We don't have power at a lot of places," Holmes says. "So we've just bought a portable power unit to see if it can run an AirPort Extreme."

"When we can set up a wireless network out in the field, we'll be able to take everything we do indoors with the basketball and the iPads and

"With the new laptops we can get a decent time off the battery if they're fully charged - we can do what we need during the game"

of iMacs of different ages adorning the desks, including some of the first Intel models that are now approaching their fifth birthday. It's a testament to the platform that these machines are still able to run such demanding software, even though we're told they're to be replaced fairly soon. But it's this quality and longevity of the hardware that's totally won the CPA's technical experts over, for the same core reasons that most of us buy Macs.

iPod touches, and see what more we can do. We know that with the new laptops we can get a decent enough time off the battery if they're fully charged - we can do what we need to with the Macs during a game."

So battery life is a big deal, and knowing that the CPA does use some PC-based software (the iMacs are dual-boot for this purpose), we tentatively enquire if they ever use PC laptops out in the field, away from a power outlet.

» BEYOND STATS AND ANALYSIS / Sports photography



"PC laptop? That's a drinks coaster isn't it?" Holmes grins. "Under normal use, I'd probably get three or four hours out of my PC laptop, compared to double that on a Mac – I'll easily get a whole day of working on my MacBook Pro. Now you won't get a whole day doing the video stuff, but you'll get three hours or so, which is plenty for what we need when setting up for a match, plus half time, extra time – you can easily cover that."

"I've never tried doing a match using a PC laptop, and I wouldn't want to! There's no equivalent piece of software [to *SportsCode*] on the Windows side either," she says. "The other thing about using Apple hardware is that you don't have to trial it too much to know if it's going to work. If you've got one company making the laptops and the peripherals to go with it, they're going to design it to work."

From academic to analyst

The CPA is more than just an innovation centre in performance analysis – as we mentioned earlier, it's also where some of the top teams' analysts learned their trade. Recent attendee Darren Lewis made the short journey across the Severn Bridge to Premiership side Bath Rugby, where he's now their Head Performance Analyst. Lewis has kept the open-access setup of iMacs that now-Sportstec CEO Moore devised, enabling the players to go and review the footage in their own time. With fellow analysts David Reed and Aled Griffiths, he is now working to stream video into *SportsCode* at the club's new training ground.

"We'll have multiple cameras directly feeding to the office so that

Anyone who's ever been to a major sporting event can't fail to notice the rows of enormous zoom lenses positioned around the field of play to capture the action. Unsurprisingly, behind most of these is a photographer with a Mac notebook. One of those guys with a zoom lens is Richard Lee, whose 15-inch MacBook Pro goes with him as he shoots Premiership and Championship football in north-east England. His images get used in the national press.

"I use Macs for their ease of use and reliability after many years of PC hell," he says. "The Mac will be with me pitch-side, so I can wire out images of key incidents like goals as the game goes on. I recently acquired a MiFi modem to get 3G mobile broadband, and I've also got a Hypermac external battery for the MacBook."

As expected, Lee's a big *Photoshop* user, but some of his other apps are ones you've probably used yourself, notably *Fetch*, the FTP client. This again shows just how powerful the software is that many of us use. For more of his images, visit www.richardleephotoographer.co.uk.



[ABOVE] Thanks to his Mac, Lee's action shots of Rooney and co are quickly sent to the national press.

[LEFT] Photos can be shot, tweaked pitch-side and fired off in seconds.

training can be captured and shared live, so the coaches can be on the pitch reviewing things as they happen," Lewis says. "With the introduction of the iPad, this gives the guys the ability to almost instantly view their last actions, so it's a great learning tool."

"Our strength and conditioning department also use MacBook Pros, and it's a huge benefit to have as many people as possible on the same platform so that information can be shared with ease."

The club's match day setup is equally impressive, as the image opposite shows. "We use at least five MacBook Pros during a game, where the coaches all have the ability to review any aspect of play whenever they choose," Lewis says. "The reliability and functionality of the Mac means we can carry out our daily tasks without the worry of the computer crashing. We use the *SportsCode* templates to break the game up into relevant pieces – scrums, lineouts, kicks, tackles and so on. The combined power of the Mac and *SportsCode* makes our lives a lot easier when we're going through training or games."

The data the analysts collect isn't just kept as tables of figures, either, and it's a testament to the power of *iWork '09* that the club chooses it

over other, more complex packages. Lewis explains: "The data we collect via *SportsCode* is all transferred into *Numbers*. It's extremely similar to *Excel*, but *Numbers* allows us to create effective statistical reports really easily. They're simple to understand and visually pleasing."

Extra edge

"We work directly with the coaches and players, and the information is distributed to their Macs to do their homework on our upcoming opposition. Everything we do is to provide the guys with as much information as possible to put us in the best position to win."

Before he leaves, Lewis can't help but mention the players' passion for all things Mac. "They love them! On the bus to away games there are MacBooks, iPhones and iPads everywhere – I think the majority of the team owns one..."

It struck us during our visit that the reasons Macs are used in elite sport are exactly the same as why the rest of us choose them over their PC counterparts. They very rarely crash, their handling of video is second-to-none, they can multi-task and notebook battery life is stunning. They're the same machines we all use on a day-to-day basis, and therein lies the power of your Mac. ●

» THANKS TO

Darrell Cobner, Jon Moore, Huw Wiltshire, Damian Jennings, Lucy Holmes, Adam Cullinane, Toby Nichols, Darren Lewis, Helen Bayes, Richard Lee, Duncan Alexander and Paul Pettitt.

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Words: Ben Harvell Illustration: Sam Williams @ MagicTorch

Snow Leopard *masterclass*

Turn yourself from a Mac novice to a total pro with the help of these fantastic Mac tips that are guaranteed to impress...

Mac OS X is packed to the brim with clever little tricks that will enhance the way you work and help you save time. But so much of the operating system is easy to use that you could hardly call yourself a pro. However, that's all about to change.

We show you just how easy it is to become a Mac OS guru with the best collection of power tips for a wide range of tasks. From *Finder* shortcuts to image manipulation, we've got all the techniques you need to get even more from your Mac use. We will even demystify the obscure apps lurking in the Utilities folder that you may never have used.

While the majority of tips found in this feature will focus on the OS in general, we've also included some sections that cover pro

tips for media and other files as well as a good bunch of tweaks to be found within *System Preferences*. We take an expert look at making your own icons and walk you through speakable commands. We also offer up some handy tips for *AirPort Utility* and *Boot Camp Assistant*. And we even show you how to enjoy *iTunes* through *Spotify* and add more radio stations.

With so many powerful nuggets of information available across the next few pages, you're bound to become the Mac master in your household in no time at all, and soon you could be the one people turn to for all Apple-related advice.

Pick out the tips you need and save this feature for future reference or settle down and read each one to achieve that ultimate pro status...



SNOW LEOPARD MASTERCLASS <<



Mac OS X timesavers

Beat the clock with these easy-to-learn solutions for your Mac

>> QUICK TIPS

Address Book type



If you have difficulty when viewing a contact in *Address Book*, try clicking on the phone type (**Mobile** or **Home**, for example) next to the contact's number. You can then select **Show in Large Type** to view the number at an easily readable size as you dial.

Login Items



You might know that you can set applications to launch when your Mac boots using the **Accounts** pane of *System Preferences*, but did you know you can hide an app after it has launched in this way? Simply check the box next to the app's name.

Mail To Dos



If you have a whole bunch of things to be getting on with during the day, you can add a set of To Do notes using the button at the top of the *Mail* interface. You can check off each task as you go from within *Mail* or *iCal*.

Stick to your sites



Safari's Top Sites feature is an extremely handy way to jump to your recently viewed websites. But if you want one site to always feature you can pin it to the **Top Sites** screen to keep it there permanently. All you have to do is simply click on the **Edit** button and then the **Pin** next to the page.

Add your own icons



You don't have to stick to the default Mac OS X icons. Select the app or folder you would like to give a new icon to and press **⌘+I** to bring up the *Get Info* screen.

Now find the icon you would like to use and open it in *Preview*. Press **⌘+A** to select the image and hit **⌘+C** to copy it. Now head back to the *Get Info* screen for the folder or app you want to adjust and select the small icon image at the top of the display before hitting **⌘+V** to paste your new icon image.

Make your own shortcuts



If there's a command you use frequently that doesn't have a shortcut assigned to it, you can create one yourself. In *System Preferences*, head to *Keyboard* and click

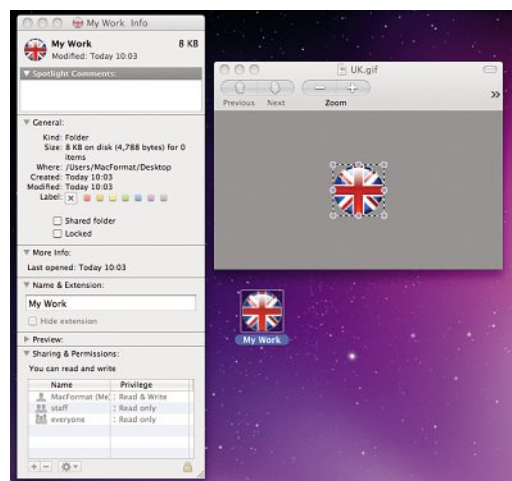
on the *Keyboard shortcuts* tab. Now click on the *Application Shortcuts* option from the pane on the left and pick your app from the drop-down menu. Now you can fill in the *Menu Title* field and create your shortcut. Make sure you pick a memorable command so you can remember it easily next time you need to access the function.

Quit from Switcher



When you have a bunch of applications open you can jump between them using **⌘+~** or **⌘+⌥+~** to invoke the

Application Switcher, which enables you to pick the icon of a running application and move to it.



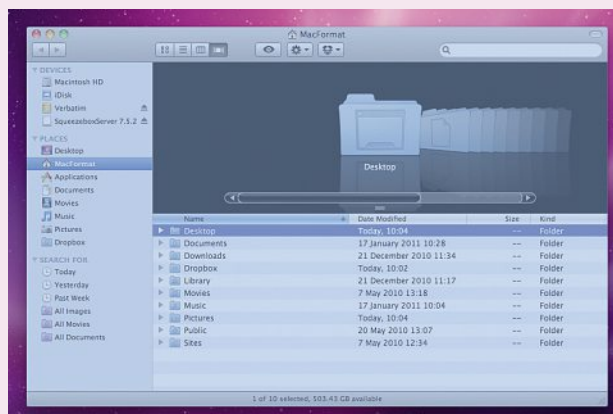
Change your Desktop or Dock icons to any image you wish using this simple technique found in *System Preferences*.

You can also quit apps from the *Application Switcher* by keeping the **⌘** key held down, pressing the **⌘** button when you have selected the app you want to close. Keeping the **⌘** key held and moving between the **⌘** and **⌘** key will enable you to close multiple apps quickly.

Open with...



If you right-click or -click on a file you can choose to open it in any compatible application from the *Open With* menu. If you want to set all files of this kind to open in a specific app, simply select the file and hit **⌘+I**. From the *Get Info* window, select the app you

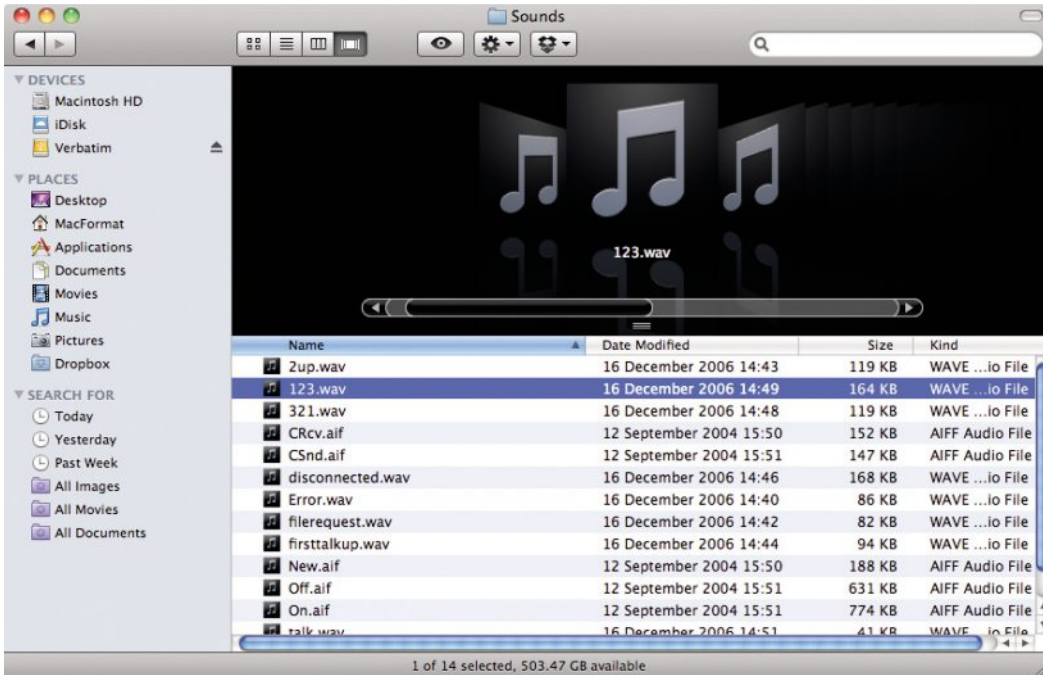


Don't launch Grab when you snap your screen. Try shortcuts instead.

Grab your screen



There are a number of shortcuts in Mac OS X that allow you to capture an image of your computer's screen. Pressing **⌘+⇧+3** will take a full screen grab as well as a grab of any secondary displays you may have attached. Pressing **⌘+⇧+4** will allow you to select a portion of the screen to grab or, if you press [Space] before selecting an area, you can hover over individual windows and click to snap an image of just that. Screenshots are stored to the desktop.



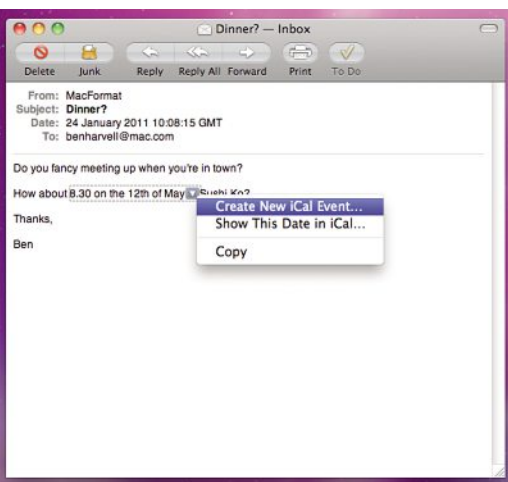
Really make your Mac your own and add your own alert sounds to replace those made by Mail, iCal and various other apps.

want from the drop-down menu under **Open with:** and then click the **Change All...** button. Now all files of this type will open in the application you selected.

Events from emails



Say your friend invites you for dinner at a restaurant on a specific date at a set time via email. When you receive the message you can click on the date and time, and opt to create a new *iCal* event from it. All time and date entries in *Mail* offer a drop-down menu that enables you to add information to the event and add it to *iCal* without having to leave *Mail*. You can also check your events on a specific date from within *Mail* so you don't create conflicting appointments.



You can quickly and easily save an important date and time straight to *iCal* without having to quit out of *Mail*.

Choose custom system sounds



If you're a little bored of the standard Mac OS X system sounds you can add your own to the mix. As long as they're nice and short (and in the AIF or WAV format), you can drag and drop audio files into the **MacintoshHD/Users/"your username"/Library/Sounds** folder and then apply them to any application that makes use of the system sound library, such as *Mail* or *iChat*. There are a bunch of sounds available to download for free online, ready to freshen up your audio experience.

Quick Email Links



If you're browsing the web and decide you want to share a link with a friend via email, you don't have to bother with the hassle of copying and pasting. Simply press **⌘+⌘+I** to open a new message with the link and subject included for you.

Speakable commands



Save keystrokes, mouse clicks and a whole load of effort by controlling certain commands with your voice. Head to *System Preferences* and, under **Speech**, turn **Speakable Items** on. You can now speak simple sentences such as "Get My Mail" and your Mac should react accordingly. Make sure you're in fairly quiet surroundings to avoid accidental inputs or use a hot key to set when you want to speak a command. You can also set a keyword that triggers your Mac to begin listening for commands so you can preface a sentence with "computer" to avoid confusion.

>> QUICK TIPS

Quick spell check

If someone sends you an email with a word you're not sure you understand, simply hover the cursor over the word and press **⌘+⌘+D** to check out the dictionary definition. This works in *TextEdit* as well as a number of other Apple apps.

Schedule sleep



If you're inclined to work too late or you keep forgetting to shut your Mac down, head to the **Energy Saver** screen within *System Preferences*. From here you can schedule your Mac to sleep, wake and even start up and shut down at specified times.

Dock folders



You can drag and drop any of your folders to the right-hand end of the Dock to keep it there permanently. This is particularly useful when used in conjunction with the **Applications** folder so you can access apps right from your Desktop.

vCard signatures



If you want to make sure everyone has your correct details, you can include a vCard in your email signature that can be added to most address books. Simply locate your card in *Address Book* and drag it to the signature space in *Mail Preferences*.

Bring back the Fs



In *System Preferences* select to return the F keys (**F1**, **F2** and so on) back to their standard functions - handy if you keep adjusting the volume or brightness when you want to use a shortcut...

Make OS X work for you

Effective tips and tricks to make life on the Mac even smarter

>> QUICK TIPS

Customise Spotlight



Spotlight's *System Preferences* pane offers handy ways to customise and improve your search experience. This includes removing specific items from your searches and blocking files and folders from appearing in results. You can also adjust the shortcut to invoke a Spotlight search.

Quick File Moves



If you look at the top of any application you're running, you

should see a small file icon situated next to the name of the document. This image can be dragged over like any other regular file in order to copy it to a new location or open it in another application.

Save any files as PDF



When you open up the print dialog for any document you

have open, you should also have the option to save the file as a PDF. Just click on the PDF drop-down menu to save the file, email it or send it to an application for editing.

Force Quit



If you have any unresponsive applications, you can

force them to quit by pressing $\text{Command} + \text{Option} + \text{Esc}$ to open the **Force Quit** window, but you can also kill individual apps right from the Dock. If an app stops responding, click and hold its icon until you see the **Force Quit** option.

Preview Fonts



If you want to change the font you're using, it's not necessary to wait until you apply changes to see what your document will look like. This can be fiddly and

annoying when you are trying to work, especially if you are on a deadline. To solve this you can get a live preview as you browse. Start by tapping $\text{Command} + \text{T}$ to bring up the *Font Viewer* in compatible apps, which include *Mail*, *iWork* apps, *TextEdit* and more. Now, simply drag the small dot at the top of the display down to show a preview of the currently selected font. You can also view the preview by clicking on **Show Preview** from the drop-down menu at the bottom of the *Fonts* pane.



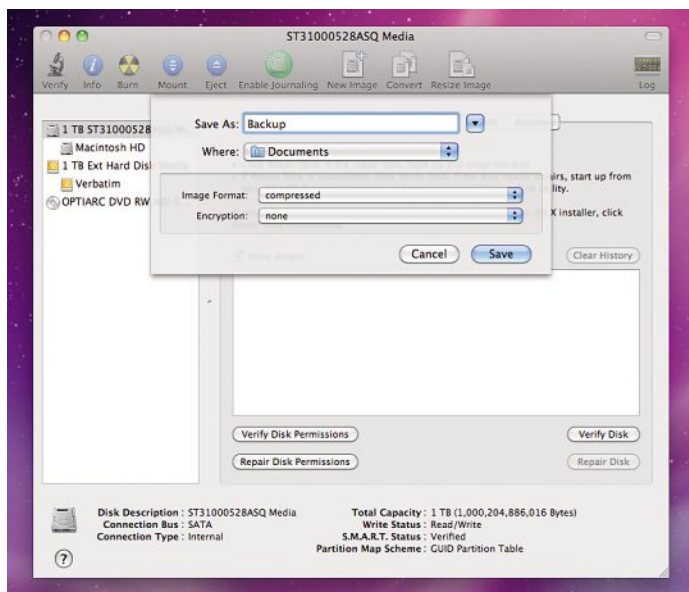
Check out a font before committing to it with **Font Preview**.



Make use of Disk Utility

Some of you might have used *Disk Utility* to repair permissions and verify disks

before, but it has plenty of features that a lot of people don't know about. It is possible to quickly erase and partition any drive attached to your Mac and you can even burn discs from within the interface. *Disk Utility* is also very handy when it comes to creating images of existing discs to copy or burn to a new drive or disc. It's worth taking some time to experiment with *Disk Utility* and you'll soon find it's a whole lot more than just a first aid tool.



You can create disk images and burn them to other media from within *Disk Utility*.

Use Mail as an RSS reader



Apple's own email app is full of useful tricks. As well as receiving new emails from friends and coworkers, *Mail* can also

be a source of updates for websites you're interested in. By adding any RSS feeds to your inbox you can be notified of new posts and breaking news in the same way you receive emails. All you have to do is set *Mail* as your default RSS reader in *Mail Preferences* and then add your favourite feeds. You can set *Mail* to check for updates every day, hour or 30 minutes and opt to remove them manually or automatically after a set period of time to prevent things getting too clogged up.

Document properties



If you want to make sure people know who wrote a document or where it came from,

you can embed certain information into your rich text documents with *TextEdit*. Head to *TextEdit's* *Preferences* pane and fill out the *Properties* section to include **Author**, **Organisation** and **Copyright** details to your document before you save it. Now, even when you email or share the document, others can select **Show Properties** from the **File** menu to see the information you added.

Note that this isn't a replacement for copyright but it can certainly help your case.

Empty Trash securely



You've been beavering away on work projects, which have sensitive information included in them. You're done so you send the early drafts to the Trash. Once you empty the Trash your work's gone forever, right? Wrong. All Mac OS X does when it empties the Trash is allocate the space those files take up as free. Until they're overwritten it's possible these files could be recovered, which is less than ideal if they contain confidential information.

As an alternative, you might want to consider using the **Secure Empty Trash** option from the *Finder* menu. This will completely clear the Trash without leaving a trace of your deleted files and folders and provide you with peace of mind.



Securely delete your Trash to prevent confidential info getting into the wild.

Advanced MobileMe sync



Apple's suite of online services MobileMe provides a particularly handy icon included on the Mac OS X menu bar, which will show you how things are ticking along. If you click on it you can find out lots of useful information, including when the last sync happened and if there are any conflicts. If there are conflicts you can instantly review them. However, if you hold down the **⌘** key and click on the icon you will receive even more detailed information, including when each individual sync took place. You'll be surprised at how handy this type of information can be, especially when you're troubleshooting.

You can also start *iSync*, open *Sync Diagnostics* and reset *Sync Services* directly from this menu without having to open the *System Preferences* pane.

Advanced audio control



The volume control on your menu bar looks like a simple slider but becomes a far more powerful menu if you hold down the **⌘** key when you click on it. A new menu will now appear and enable you to make changes to your speaker setup as well as microphones. For example, you could change your speakers from the Mac's built-in system to a USB option, or change the microphone input from the default to your headset's option. And all this from one little button on your desktop. Brilliant.

Quickly find content



In most applications on the Mac you can hit **⌘**+**F** and enter a word to search for and *Safari* is no different. Hit **⌘**+**F** with a page loaded, type the word you're looking for into the search field and every instance will be highlighted on the page. You'll find this is a really handy tool, particularly for large documents.

>> QUICK TIPS

Drag and drop links



You can drag and drop links between applications and even share them in emails. Try dragging a URL or a link from a web page on to your desktop or onto the *Mail* icon for a quick way to share websites.

Quickly resize icons



If you're using a laptop or a desktop Mac with a Magic Trackpad, you can quickly adjust the size of your desktop icons. Select the desktop and then use a two-finger pinch gesture to set the icon size.

Dragging tabs



Safari tabs can be dragged and moved within the browser's interface but you can also create a new window by simply dragging a tab away from the main window. If you want to add a page to an existing collection of tabs, drag it onto the tab bar.

Get info about files



Do you need to find out information about a bunch of files rather than just a single one? If so, rather than lump them all into one folder, select them all and press **⌘**+**⌘**+**I** to show information for the entire selection. This includes information on size and more.

Annotate in Preview



You may not realise it, but *Preview* isn't just for looking at images and documents on your Mac. You can also use it to make notes on your PDFs and other files. Just go to the **Annotation** options, which can be found in the **Tools** menu. Add text, highlights, arrows and even links and then share them with others.

Investigate packages



Most Mac OS X apps aren't executable files but merely folders full of content and resources. If, for any reason, you want to dig around inside an app, to access its icon image for example, you can treat it as if it was a normal folder. Simply right click or **⌘**-click on the app's icon and choose **Show Package Contents**. From here you can browse all of the files within as you would a folder. Make sure not to edit, move or delete anything without making a backup first, though.

Look inside an app as you would browse folders with the Show Package Contents command.



Get smart with media

Get quick with your Mac so you have more time to be creative

>> QUICK TIPS

Record your screen



This is really handy for whether you need to show

someone something on your screen or are creating a screencast. *QuickTime* offers a brilliant feature for recording video of your screen. Select **New Screen Recording** from the **File** menu to begin.

Get to iTunes quickly



When viewing *iTunes* media in the **List** view, hold down

⌘ and click on the disclosure triangle next to a title to view all instances of a band, show or album in your library. Hold down ⇧ to view all entries on the *iTunes* Store.

Edit in Preview



If you just want to make a really quick adjustment to an image, you don't have to wait for *iPhoto* to launch.

Simply open up your chosen picture via *Preview* and use the **Adjust Color** pane from the **Tools** menu to make any basic changes.

Trim in QuickTime



QuickTime offers a really convenient way to edit your

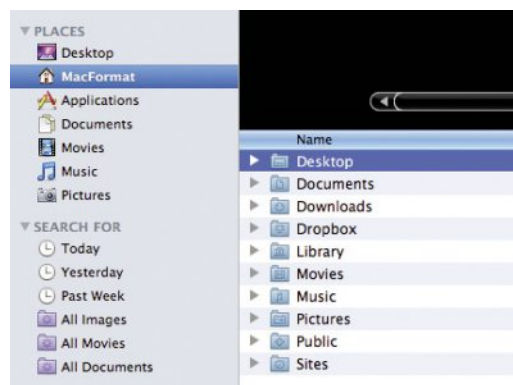
video and audio clips, if you want to remove sections you don't need anymore. Just open up your chosen file in *QuickTime* and select **Trim** from the **Edit** menu. You can then drag the yellow marker over the area in the project you want to keep.

Access media from Finder



If, when you work, you find yourself opening up your **Pictures**, **Movies** or **Music** folders frequently, you might want to consider adding them to your *Finder*

sidebar. It's really easy to do - just open up a new *Finder* window and right-click or ⌘-click on the sidebar and select **Open Sidebar Preferences**. From the pane that appears you can select which items are shown, including searches for **Images** and **Movies**. When clicked, these icons will search for all movie or image files on your Mac. Alternatively, you can drag over your **Music**, **Movie** and **Pictures** folders straight onto the sidebar to create a shortcut.



Drag your folders to the sidebar for quick and easy access.

hard drive but you can always rip the movies back to your Mac from the DVD at a later date if need be.

Backup iMovie projects to DVD

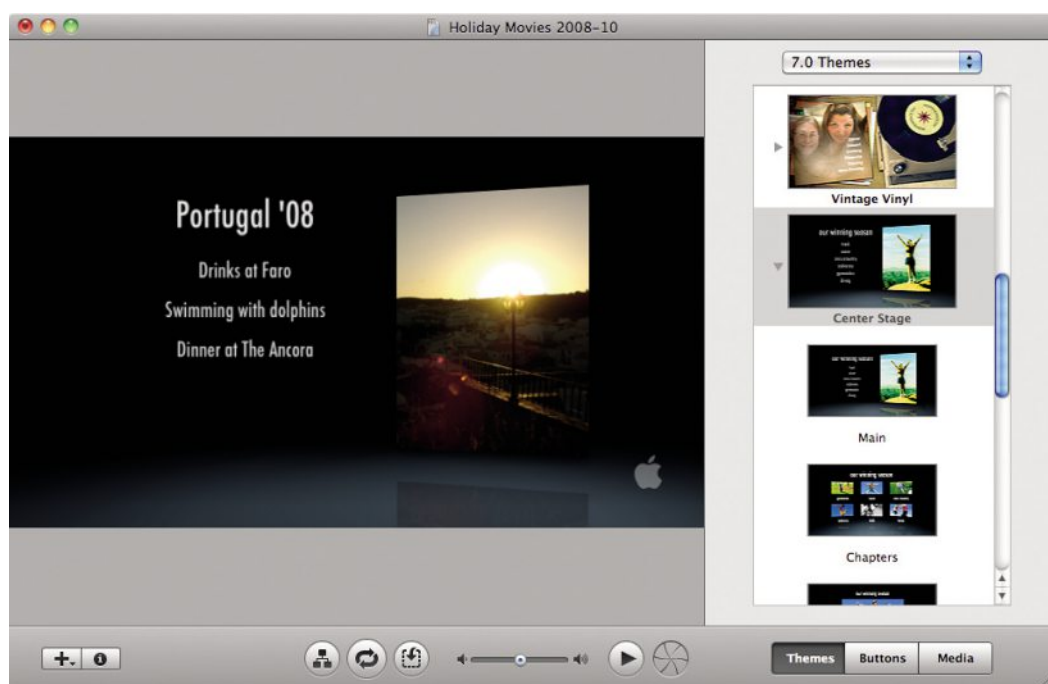


iDVD isn't seeing the upgrades of other *iLife* apps of late, but that doesn't mean you can't make really good use of it. For safekeeping as well as sharing with others, you can create a disc of your *iMovie* projects using *iDVD* with a slick interface and convenient menus. Launch *iDVD*, select the movies you want to add and, when you're done, commit them to DVD. You'll find not only will this save much-needed space on your

Quick media previews



Many Mac owners don't realise it is unnecessary to launch a native audio or video app in order to check out a file in Mac OS X or even play the whole thing through. Compatible audio and video files can be played in *Quick Look* by simply selecting them in the *Finder* and hitting the spacebar. A small controller



Store your iMovie projects on a DVD to save space and share them with friends.

appears at the bottom of the Quick Look window allowing you to move to specific sections of the file, and you can even jump between multiple files in a folder with Quick Look activated by using the up and down arrows on the keyboard.

AirPlay From iTunes



Apple's new AirPlay feature isn't just for iPad and iPhone users. While playing music or movies in *iTunes* you can use the drop-down menu at the bottom right of the interface to select which speakers or devices you would like to send the media to. Connections can be made via Ethernet or Wi-Fi, and you can even control the output using the *Remote* app on your iPhone or iPad. A number of devices are compatible with AirPlay, including systems from Denon and JBL.

iTunes in Spotify



If you listen to music with *Spotify* (www.spotify.com) but also enjoy songs in your *iTunes* library, why not merge the two for a more seamless experience? Under the

Local Files section on the left of the *Spotify* interface you can import your existing *iTunes* library, which will then become available alongside streamed music. With both *Spotify* and your *iTunes* music working together you can build playlists that include both *Spotify* tracks and your *iTunes* music, and share them with friends online. *Spotify* also won't play ads when you listen to your local music through the app.

Convert files in QuickTime



Any file that can be opened in *QuickTime* can be saved in an alternate format. This works for audio and video files and allows you to quickly make compatible versions of your media for particular apps or for the web. Load your file and then select **Save As** from the **File** menu



Share music and movies to any device with AirPlay.

to select the output format. Alternatively you can select **Save For Web** from the **File** menu to create a web friendly version of your file that will load quickly when viewed online.

Add more iTunes radio stations



You probably already know that *iTunes* comes with an impressive selection of streaming radio stations pre-loaded. But, did you know you can add even more to your library extremely easily?

The best source for radio stations is *Shoutcast* (www.shoutcast.com), where you can browse a number of genres from New Age to Jazz, from stations all over the world. Clicking the station should normally load it in *iTunes* automatically, or alternatively you can **ctrl**-click on a station and download its link as a PLS file to drag into *iTunes*. However, be aware these files will be added to your library and not the **Radio** section, but you can build playlists from them for easy access.

Move your iTunes library



If you want to move your sizeable *iTunes* library to an external disk in order to save space, it's possible in a few simple steps. Start by selecting

Preferences from the *iTunes* menu and moving to the **Advanced** tab. Check the **Keep iTunes Media folder organized** box and click **OK**. Now click the **Change** button and set a new location on your external drive for your library. Select **Organize Library** from the **File** menu and click **OK** to copy your library. You can now delete your old *iTunes* library from your Mac.

You can save much-needed space by moving your portly iTunes library over to an external hard drive.

>> QUICK TIPS

Remote control



You can use the Apple Remote to control a number of apps on your Mac including *Front Row*, *iTunes* and even *Keynote*. The remote can be paired up with your Mac to avoid accidental use and is ideal for moving through slides in a presentation.

Quickly to YouTube



If you have a video on your Mac that you want to send to YouTube, you can bypass the site login and upload screens and do it all from the *QuickTime* interface. Select **Share** from the *QuickTime* menu to begin uploading.

Switch tracks fast



Most Apple keyboards have shortcuts included along the **F1-F12** keys. Media shortcut keys enable you to move between tracks in *iTunes*, adjust volume, and play and pause tracks. These keys also work in other media apps such as *Spotify*.

QuickTime URLs



Rather than watch a movie through your web browser, you can opt to open it in *QuickTime* if you have its URL. Most links ending in .Mov, .MP4 and so on will play when you paste them into the **Movie URL** box found under the **QuickTime File** menu.

Add pics to iPhoto



When viewing images in *QuickLook* there's a handy button that enables you to send the selected file to *iPhoto*. Select an image in the *Finder*, hit **[Space]** to view it in *QuickLook* and then hit the **Add To iPhoto** button.



Handy OS X applications

Get more functionality from the apps in your Applications folder

>> QUICK TIPS

System lookout



System behaving a little sluggishly? Open up *Activity*

Monitor and look at which processes are using up your CPU resources to diagnose the slow-down. You can even close down apps from this window for a quick speed-boost.

VoiceOver utility



If you use Mac OS X's assistive technology **VoiceOver** to speak

information to you, you can fine-tune it with **VoiceOver Utility**. Adjustments include voice types, reading speed and a number of controls to change the way **VoiceOver** works.

Terminal



The *Terminal* in Mac OS X is a rather scary-looking

command prompt but, with a little know-how, it can be a very handy tool to have. Simple commands enable you to make system-wide changes that would normally take a long time. Google some useful ones and give it a go.

Network Utility



Network Utility enables you to monitor your

networks, be they Bluetooth, wireless or Ethernet, and can also help provide diagnostic information for tech support teams. It also enables you to perform a 'Whois' lookup on domain names to discover the owner of a URL.

Migration Assistant



If you're upgrading your Mac or moving to a new computer, *Migration Assistant* is one of the most useful tools you can find.

Tell the software whether you want to send your data to a new computer or add it to your existing machine and it will gather all of the files and place them as they were on your original system. You can even make a copy of your Mac, copy it to an external drive and then use *Migration Assistant* to restore from that copy.



Transfer your system to another Mac without any headaches.

System Profiler



You can quickly find out detailed information about your Mac by launching *System Profiler* from the Applications > Utilities folder or from the About This Mac

window. From the application you can learn the model and manufacturer of all your drives, check various connections and investigate how much RAM you have and how many slots are available. This is one of the first places a tech-support person will point you to in order to gain information about your system too. Get to know your Mac better by browsing the various sections of *System Profiler*.

Apple Loops Utility



If you use *GarageBand*, *Logic* or *Soundtrack* you can have a more detailed look at the **Apple Loops** you use with *Apple Loops Utility*. By adding new tags

you can better organise the files you use in your projects and adjust the tempo and key information so they can be better matched with other loops. This is a little more involved than simply previewing sounds and music in the *GarageBand* loop library but it could help you organise your project more easily.

Audio MIDI Setup



If you're an advanced digital music maker you can make use of *Audio MIDI Setup* to configure your MIDI devices, but for the rest of us, you can also make adjustments

to your speaker and microphone settings so they work just the way you want.

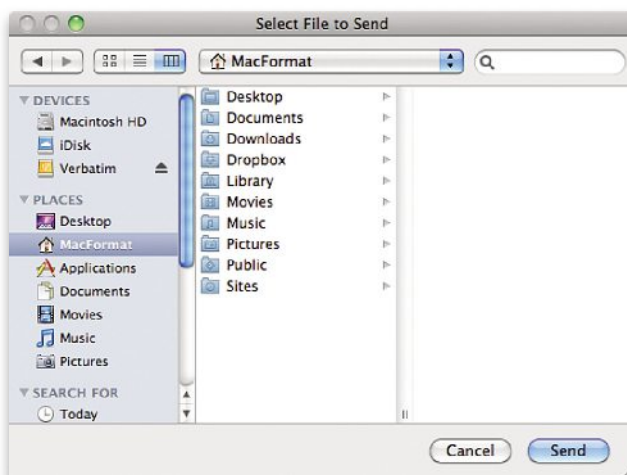
Bluetooth file exchange



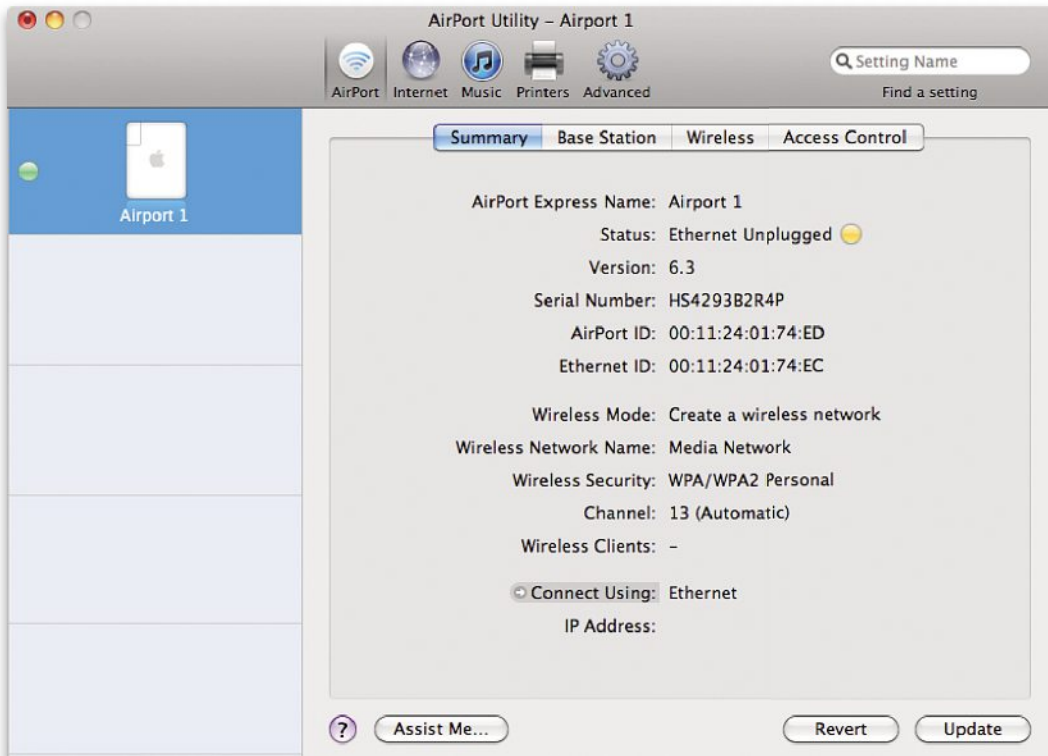
If you use a Bluetooth device with a hard drive or even a Bluetooth-enabled mobile phone, you can quickly transfer files to it using *Bluetooth File Exchange*.

Start by selecting the file or folder you want to send and then select the Bluetooth device to send it to from the list of connected or available devices. You can opt to remember a specific device so it appears in this list each time you launch *Bluetooth File Exchange*. Alternatively, you can use the app to browse devices connected via Bluetooth.

In Leopard, you could right-click on a file and under the contextual menu's **More** option, opt to send a file to a Bluetooth device. In Snow Leopard, this option is missing by default, but it's easy to get back. Navigate to *Finder > Services > Services Preferences*, and click the box marked **Send File to Bluetooth Device**.



Send and receive files between your Mac and device with *Bluetooth File Exchange*.



Feel free to change your settings and share and find devices wirelessly with the incredibly useful AirPort Utility.

Boot Camp Assistant

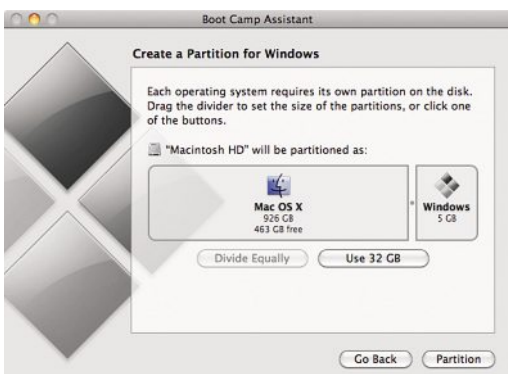


Macs can run both Windows and Mac OS X from the same hard drive. *Boot Camp Assistant* is your first step in the process and enables you to set how much space you dedicate to the Windows partition of your hard drive and then install the Windows operating system.

AirPort Utility



While most wireless features work with an Apple AirPort base station, the *AirPort Utility* is there when things don't work quite so well. As well as diagnostic and setup work, you can also use *AirPort Utility* to create guest networks that provide only an internet connection without networking features and also to



Install Windows on your Mac with Boot Camp Assistant.

share USB devices over the wireless network to more than one Mac. If you're having trouble with your base station or need to make changes, this is the tool you need to use - it will find all AirPort devices within range of your Mac.

AppleScript Editor



AppleScripts are pieces of code that perform various tasks on your Mac, from shortcuts to folder actions, and can be used in menus or toolbars. *AppleScript Editor* enables you to open and adjust AppleScripts or create them from scratch. One of the easiest ways to do this is to start a new recording from the main interface and then perform a task. Once done, *AppleScript Editor* will build a script based on your actions. This action can then be saved and added to a menu or placed on the Dock.

Keychain Access



Every password you use on your Mac can be stored in your Keychain if you give it access to do so and you will often be prompted by Mac OS X to store information to it. Opening the app, you will find your password info as well as secure documents and certificates. If you can't remember a password, find the app or service in *Keychain Access* and then enter your administrator password to view it. You can also view the strength of a password within *Keychain Access*. ●

>> QUICK TIPS

DigitalColor Meter



Have you ever wanted to find out the exact value of a specific colour but not been able to locate it? *DigitalColor Meter* enables you to mouse over any pixel on your screen and discover the Red, Green and Blue values quickly.

Get more from Exposé



To get really nifty in Snow Leopard, in *System Preferences* you can set different corners of your screen to trigger *Exposé*. These hot corners will show all open windows, the Desktop and more by simply moving the cursor to the relevant area.

Switch to a Space



Set a Spaces shortcut in *System*

Preferences to switch to the desired space when you press the [⌘] key with the corresponding Space number. You can also use [⇧] and [⇧] as the modifier key.

RAID Utility



If you are using a Mac Pro with more than one hard drive or Mac OS X Server, you can make use of *RAID Utility* to improve disk speed or create a failsafe drive should one fail. A definite tool for the pros, but useful nonetheless.

ColorSync Utility



ColorSync Utility is an advanced tool that is used for managing colour profiles on your Mac. Many Mac owners find that one of its best uses is for performing first aid on profiles to make sure colours appear as they should. If you have installed new graphics software it's worth running the test.

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"Grab Aperture from the Mac App Store at a cut-down price"

HOW TO USE THE CLONE TOOL IN APERTURE **P48**

In this issue...

PHOTOS

Enhance colours via gradients	44
Frame prints in iPhoto	46
Use the Clone tool in Aperture	48
Complex edits in Pixelmator	50
Share snaps in Photobooth	52

MOVIES

Create movies from photos	54
---------------------------	----

MUSIC

Find missing iTunes artwork	56
-----------------------------	----

OFFICE

Master Dragon Dictate	58
Sync files with SugarSync	60
Install Windows in Virtualbox	62

SYSTEM

Share your screen	67
Manage login items	68
Add a second monitor	70



How to...

● PHOTOS ● MOVIES ● MUSIC ● OFFICE ● SYSTEM



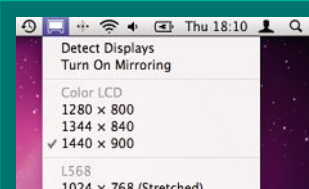
Christopher Phin
Deputy Editor

While we love sharing innovative, creative techniques for big apps such as *Aperture* (turn to page 48 for a key photo touch-up skill) I'm happiest introducing this tutorial section to you when I can share a tip. While this may not be so glamorous – perhaps even a little dull at first glance – tips have the potential to change fundamentally how you use part of your Mac every day.

And this issue, we've got a couple of crackers. You could flick straight to page 70 for Laurence's superb how-to on setting up and getting the best from multiple

monitors (once you've gone dual-screen, you'll never go back) or you could turn to page 68 for Craig to share with you some killer tips on how to use login items. Just a few minutes spent setting these up could save you days of time every year.

I'm also delighted that we're finally featuring SugarSync in the magazine (page 60). I much prefer it to Dropbox – mostly because it lets me sync folders from my existing hierarchy, and doesn't force me to put everything in a particular folder. I've even paid for it myself twice. There's no greater journalist accolade!



»» DID YOU KNOW?

If you often use different displays – if you give a lot of presentations, say – make swapping resolutions easy by checking 'Show displays in menu bar' in the System Preferences > Displays pane.



BEFORE: Note the subtle disparity between the sky and the foreground.

AFTER: Photoshop's overlay blend mode can give you a warmer overall image.



Enhance colours with gradients

Do your landscapes look dull? Give them rich, vibrant colours with a gradient!

»» KEY INFO



DIFFICULTY:
Intermediate



TIME NEEDED:
15 minutes

WHAT YOU'LL NEED:
Adobe Photoshop or Elements

Landscape shots can often turn out mildly disappointing. What we don't tend to notice with the naked eye is that the sky is usually a lot brighter than the foreground, yet the camera really picks this up.

Normally, you might try to tone down bright skies using a selection and a **Levels** adjustment, for example, but you can also do it using a **Gradient** adjustment layer and Photoshop's **Overlay** blend mode.

So why do it this way? Because it's easy to undo or modify the effect, because it produces a nice, smooth gradation in tones, and because it also enables you to adjust the colours in the photo in a very subtle way. This is useful in landscape

photography, for example, when you want to add a warm, rich tone to your pictures. Photoshop has **Photo Filters** that are designed to do this, of course, but it's actually quite difficult to get them to produce the same sort of effect.

The **Overlay** mode is one of Photoshop's **Contrast** blend modes. What happens here is that the pixels in the 'overlay' layer don't cover up those in the layer below. Instead,

"Tone down bright skies using a Gradient adjustment layer and Photoshop's Overlay blend mode"

they lighten or darken them (50% grey is neutral).

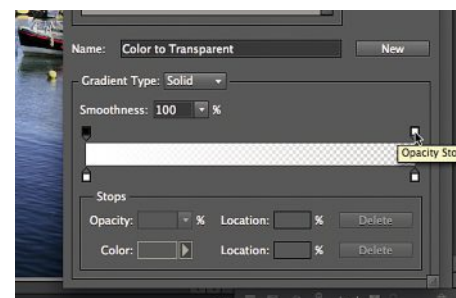
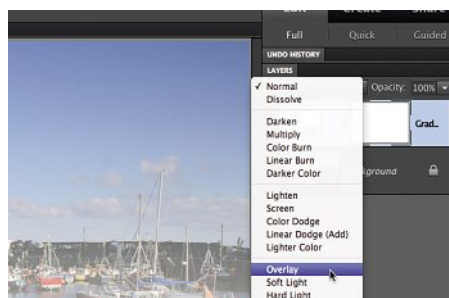
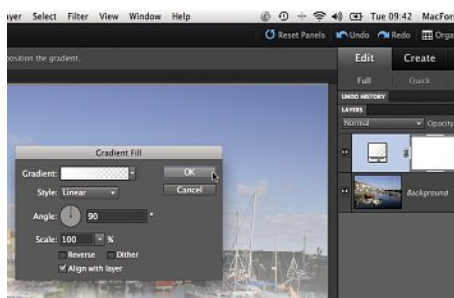
How does that help here? If you create a black-white gradient, with black at the top of the image and white at the bottom, the net effect of the **Overlay** mode is to darken the top of the picture (the sky) and lighten the bottom (the foreground).

But if you change the gradient colours so that you're using a darker colour at the top and a lighter colour at the bottom, you still get the sky-darkening effect but you can also introduce a colour tint at the same time. And **Overlay** mode is very good at applying tints subtly.

We'll start our tutorial by using a 'virtual' **Gradient** adjustment layer.

Rod Lawton

>> HOW TO / Create and customise gradients



01 Create a Gradient layer

You can apply gradients directly to image layers, but it's much better to use an adjustment layer because this leaves you free to go back and change things later. For now, just make sure the **Style** is set to **Linear** and the **Angle** is 90 degrees, and click OK.

02 Change the blend mode

Next, select the **Gradient** adjustment layer and change its blend mode to **Overlay**. Straight away you'll see that its effect changes. In **Overlay** mode, lighter parts on the adjustment layer will lighten the image on the layer below, while darker parts will darken it.

03 Open the Gradient Editor

Now to choose the gradient. Double-click on the adjustment layer to show the **Gradient Fill** dialog, then click on the gradient button within it (not the drop-down arrow) to open the **Gradient Editor**. The gradient now has two adjusters; the top ones control the opacity.



04 Set the opacity

Sometimes it's useful to have a gradient with variable opacity, but here it's easier to set both opacity stops on the gradient to zero – just click on them and open the pop-up opacity slider below to make the adjustment. The next step is to adjust the gradient colours.

05 Gradient Color Stops

This is done using the **Color Stops** below the gradient. At the moment, they're both set to white here; it depends on the gradient you last used. The **Color Stop** on the left will control the colour at the bottom of the image. To change it, click the **Color Stop**, then the **Color** button below.

>> QUICK TIP

A custom gradient was used to enhance our photo, but you can also experiment with Photoshop's preset gradients and blend modes for more dramatic colours and contrasts. The **Violet-Orange** preset is a bit strong here, but if you swap to **Soft Light** mode the effect is a lot subtler and very pleasing.



06 Pick a colour

This opens the **Color Picker**: use the vertical hue slider on the right to pick a colour, then click within the bigger panel to set the brightness and saturation. Full white will give a neutral lightening effect, but a darker, redder colour will give the picture a warmer tint.

07 Adjust the sky

This part of the gradient is white at the moment, so the sky is much too light. Select a much darker, red-coloured tone in the **Color Picker** to darken the sky and give it a rich tint that blends well with the image foreground. You might need to experiment to get it right.

08 Gradient position

So far, the gradient extends right from the bottom to the top, but you can position it more precisely. Drag both **Color Stops** towards the middle. Just imagine the gradient in the **Gradient Editor** rotated through 90 degrees as it's applied to the picture. ●



BEFORE: How to live up to this layout's standards? iPhoto's 'Mats', that's how!

AFTER: Her upside-down tomfoolery is timelessly preserved in an oval frame.



Frame your prints in iPhoto

Need a photo to slot into a picture frame? iPhoto does the hard work for you

»» KEY INFO



DIFFICULTY:
Intermediate



TIME NEEDED:
10 minutes

WHAT YOU'LL NEED:
iPhoto '11

Printing a photo to match a photo frame can be a tedious and time-consuming business in a traditional image-editing program. You have to work out the print dimensions and the resolution so that you can resize it. Then, if you want a framing or 'matting' effect within that, you have to start getting clever with layers, layer styles and bevel effects.

With iPhoto you don't have to worry about any of that. Printing a photo at a fixed size is a doddle, and adding one of a number of really attractive 'Mats' (frames) takes just a few moments. In fact, the only part requiring much effort is measuring your photo frame to find out what size print you need. Once you've got

the measurements, you can use those in iPhoto's Print settings to produce a picture to fit it.

Maybe you've got photo frames around the house that could do with fresh pictures; perhaps you've been putting it off because you think it's going to take half a day. Well, with iPhoto it won't even take half an hour. Once you're familiar with the tools and options, it's likely to take you no more than a few minutes.

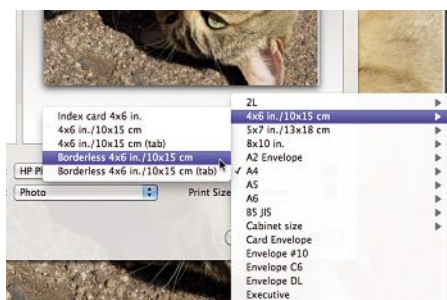
"Printing a photo at a fixed size is a doddle, while adding an attractive frame takes just a few moments"

You'll notice that iPhoto doesn't offer any pseudo-3D effects such as bevelled wooden frames or chrome effects. Instead, it confines itself to a simple 45-degree bevel effect on the insides of its Mats.

That's no bad thing. On their own, digital photo 'frame' effects don't work so well. Even if you create a realistic pseudo-3D effect when the picture's viewed head-on, it's pretty obvious that it's printed on a flat sheet if you look at it from different angles. But combinations of real photo frames and 'digital' Mats work well. An inner frame finishes off a picture nicely, and combined with a real frame it won't look so artificial, especially with a glass front.

Rod Lawton

>> HOW TO / Frame a photo in iPhoto



01 Customise print options

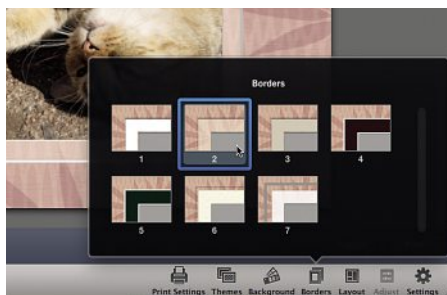
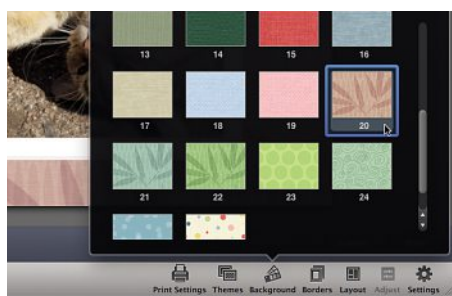
When you select **File > Print** or use the **⌘-P** shortcut, *iPhoto* displays this **Print** dialog. It has a couple more options than usual. You can set the print size, quality and paper types, of course, but you can also choose a print layout. Click the **Customize** button for full control.

02 Print Settings

This opens the photo up as a print project, which stays active until you **Print** or **Cancel** the job, even if you quit and re-open *iPhoto* (look for **Printing** in the **Recent** section of the source panel). **Print Settings** offers another avenue to the **Print** dialog options.

03 Choose a Theme

Themes offers a choice between a **Standard** photo print, a **Contact Sheet** with thumbnails of many images, a **Simple Border** (keyline) style, a **Simple Mat** or a **Double Mat**. A 'Mat' is a simulation of a cardboard frame with a hole for the photo and 3D-like bevelled edges.



04 Choose the Background

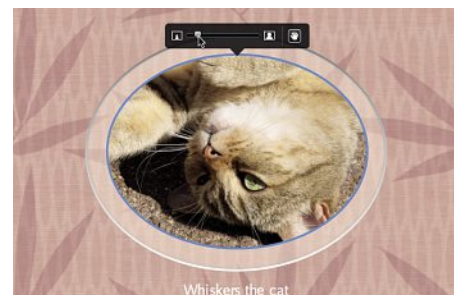
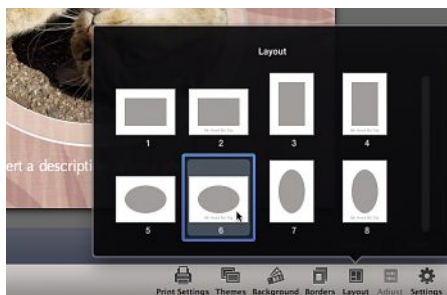
The first two buttons display options offered in the standard **Print** dialog, but it's after this that the extras become available. Click on **Background** to choose from a range of textures and pattern effects for the outer frame or Mat.

05 Select the Borders

Borders lets you choose the colour for the inner 'Mat'. (If you're using the **Single Mat** theme, it creates an additional border inside.) Number two is very effective because it continues the pattern and texture of the outer Mat, but in a lighter shade.

>> QUICK TIP

It's not too late to adjust your photo, even as you're getting ready to hit the **Print** button. The **Adjust** button displays a subset of *iPhoto*'s editing tools, enabling you to fix exposure, contrast, white balance problems and more. You don't get to adjust the histogram levels, though, and you only get three effects.



06 Layout options

Click the **Layout** button to choose how many pictures are in the layout. We've got one, but you can use up to four – and you can decide which to include and where, using the filmstrip display at the top of the window. Select the number you want for the next dialog to open.

07 Layout choices

The default layout uses a rectangular frame; you can choose an oval shape or even turn a horizontal-format picture into a vertical print and vice versa. To add a caption, choose a layout with a caption placeholder – note that the size of the photo is reduced to make room.

08 Reposition your photo

You don't get to control the size of your print's borders, but you can change the scale and position of the photo – just click on it. This displays a zoom slider and a panning tool. You can 'recompose' your photos to fit your chosen frame's dimensions and shape. ●



BEFORE: This bear looks kind of lonely. Let's see if we can give him a chum...

AFTER: Thanks to the clone tool in Aperture we've been able to create the shot we always wanted.



Use the Clone tool in Aperture

With Aperture, you have more powerful editing tools at your disposal

>>> KEY INFO



DIFFICULTY:
Intermediate



TIME NEEDED:
30 minutes

WHAT YOU'LL NEED:

Aperture (£45 from the Mac App Store).

Aperture 3 was released a year ago, but its inclusion in the newly unveiled Mac App Store coupled with a steep discount, has created a new surge of interest in this piece of software. You may wonder why anyone would want to purchase such a program when *iPhoto* comes free with every new Mac or can be purchased either as part of *iLife '11* or straight from the Mac App Store for only £8.99, as opposed to £45 for something which, on the surface, appears to do the exact same thing.

Except that this is like saying there's no point using *Final Cut Pro* when *iMovie* costs so much less. *Aperture* takes image-cataloguing to the next level, when compared with

iPhoto. You can, for instance, create projects to store photos, albums, slideshows and books in a single location, there's a built-in way to back up your library, and best of all, you can keep images on multiple drives. These are just three examples of how *Aperture* differs from *iPhoto*, but what's of interest are its powerful editing tools.

These are incredibly sophisticated. So much so, that you could work

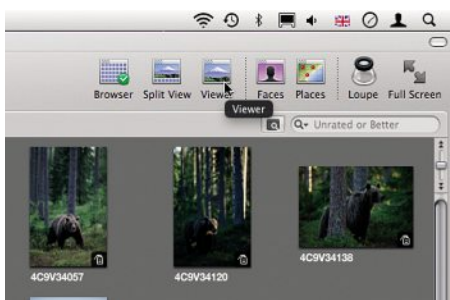
"What's of interest are Aperture 3's powerful editing tools - these are incredibly sophisticated..."

exclusively within *Aperture* for most of the adjustments you might need to do to an image. You can perform all the basic alterations you've come to expect from an image-editing program, such as changing a photo's white balance, exposure, contrast and levels. But *Aperture 3* also offers more advanced features. There are brushes you could use to alter only specific parts of your image, and you also have access, among others, to a powerful cloning tool, which can be used to remove dust particles or blemishes on your subject.

We'll be showing you where you can find the adjustment and how it works, so you can alter your photo any way you like.

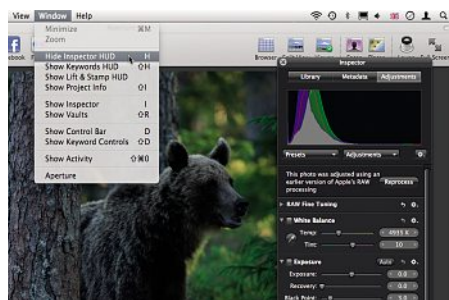
Steve Paris

» HOW TO / Get great results with Aperture's Clone tool



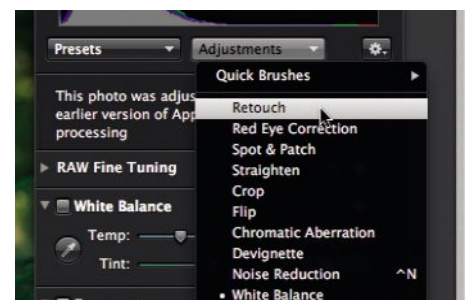
01 Select an image

Select an image from your library. Double-click on one for it to take up most of the interface. Alternatively, use the arrow keys to navigate through thumbnails; once you're on one you want, hit the **V** key to cycle through View modes until you reach the Viewer mode.



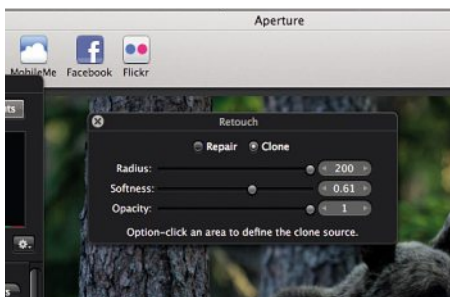
02 The Adjustment section

Choose the Adjustment tab from the sidebar on the left. If for some reason you can't see a sidebar there, hit the **I** key to reveal it. You can also choose to have that information displayed in a floating window (known as a HUD in *Aperture*) by hitting the **H** key instead.



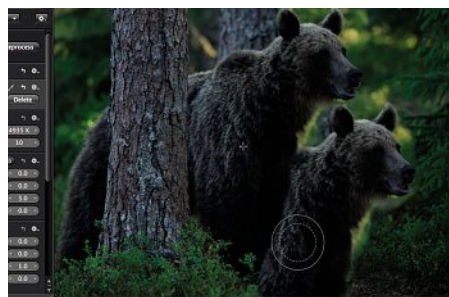
03 Tool selection

In the Adjustment tab, click on the Adjustments pop-up menu and select Retouch from the list. Some tools have a black dot next to their name (if you're using the HUD, the dot's white). This shows you that they're already displayed in the Adjustments list.



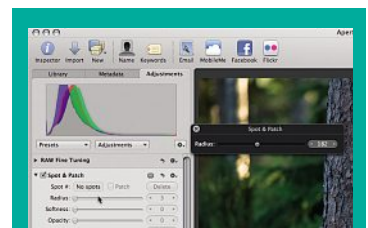
04 Retouching options

A floating window should open up with multiple parameters. Select the **Clone** option. Make sure the **Opacity** is set to 1. Alter the **Radius** slider – use the scroll wheel on your mouse, or slide two fingers up and down on your multi-touch trackpad.



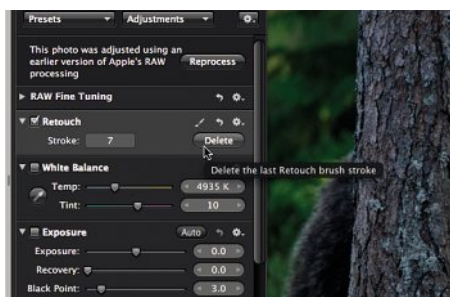
05 Cloning

Move the cursor over an area to copy, then **⌘**-click. Next, place the cursor where you want the area duplicated. Click and drag to paste it over the image. The dotted line reveals the extent of the feathered effect, which helps blend your change into the original image.



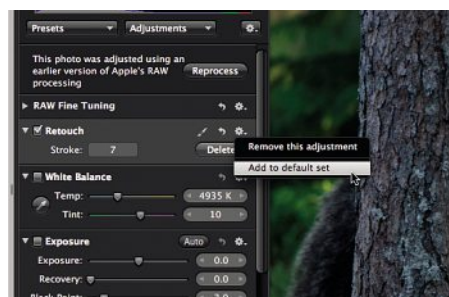
» QUICK TIP

Since *Aperture* has a **Retouch** tool, why is there a **Spot & Patch** tool as well? This is an older tool which is still present to retain consistency with photos adjusted using it in an earlier version of *Aperture*. **Spot & Patch** may still yield better results when working near curved edges, so don't hesitate to give it a go.



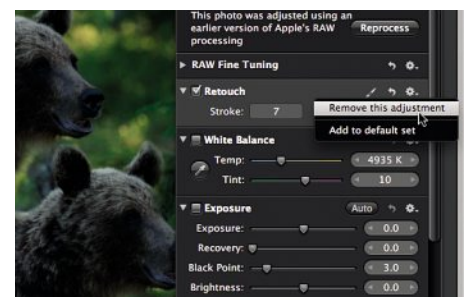
06 Different strokes

Each time you release the mouse button, that alteration is set. In the Adjustment sidebar, you'll notice the number in the **Stroke** field has gone up. This tells you how many retouch actions you've performed. To revert, just delete the ones that were made after it.



07 Add as a Default

If you're going to be using the Retouch tool a lot, it may get tedious to always have to fetch it from the Adjustments pop-up menu. Instead, click on that tool's cog-wheel button and choose **Add to Default Set** so that it's always displayed for each of your images.



08 Hide or delete

To temporarily hide your changes, click on the tool's tick box to the left of its name. To remove a tool from the list and delete all its alterations, either click on the cog wheel and select **Remove this Adjustment** or click on the tool itself to select it and hit the **⌘** key.

PixelMator is relatively cheap, which belies its powerful toolset.



Make complex edits to photos

Use the Photoshop-like Pixelmator to make photographic edits beyond iPhoto

»» KEY INFO



DIFFICULTY:
Intermediate



TIME NEEDED:
15 minutes

WHAT YOU'LL NEED:

Mac OS X 10.6.6, the Mac App Store, Pixelmator 1.6.4+

»» ON THE DISC



Find some resources on the disc.

Not a day had gone by before the Mac App Store had proved itself a hit. There were over 1,000 products at launch, and over a million downloads occurred during the first 24 hours. However, two big names in Mac software development were absent: Microsoft and Adobe. Apple's *iWork* apps filled the Microsoft Office-sized gap, but what about Adobe's popular *Photoshop* line?

For anyone requiring a powerful image editor, *Pixelmator* put itself front and centre. The application has proved popular with Mac users, perhaps because the interface is heavily influenced by CS2-era *Photoshop* (a less complex, simpler version of Adobe's powerhouse), or

Photoshop Elements before it morphed into a consumer-oriented photo-retoucher. Therefore, *Pixelmator* feels friendly and familiar, but it also leverages the capabilities of Mac OS X, giving you plenty of power at your fingertips.

Of course, *iPhoto* also provides editing tools, but they're mostly limited to auto-correcting levels, fixing the odd blemish, cropping and rotating. *Pixelmator* takes things

"Pixelmator takes things further thanks to its drawing and text tools, along with support for layers"

further thanks to drawing and text tools, along with support for layers – all covered in our walkthrough. One thing we don't cover is *Pixelmator's* filters, so try loading up photos and exploring the **Filters** menu.

The walkthrough assumes you've installed *Pixelmator* and opened **boat.jpg** from the **Tutorials/ Pixelmator** folder on your disc (**File > Open**); that or you have an image of your own, which you can grab from *iPhoto* using the **Photo Browser** (**View > Photo Browser**). Also, enter full-screen mode by pressing **[F]**. A 30-day trial of the app is available from <http://pixelmator.com/try>, and the full app is available from the Mac App Store, £35 at time of writing.

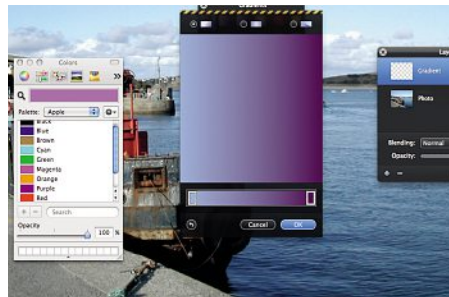
Craig Grannell

» HOW TO / Get to grips with Pixelmator



01 Add a layer

iPhoto edits flat images, but *Pixelmator* supports layers, enabling you to manipulate individual objects. Go to View > Layers and you'll see your photo as **Untitled Layer** (double-click this and rename it 'Photo'). Click the + button to add a new layer; call it 'Gradient'.



02 Build a gradient

Pixelmator lets you build gradients. Use one to darken the sky: Go to View > Gradients. Click +. Click the box at the left of the gradient, click the magnifying glass in the Colors palette and select a blue from the top of the sky. Drag the second box outside the palette to delete it.



03 Apply a gradient

Click the rightmost gradient box. Again, select the blue from your image but set **Opacity** to 0%. You now have a blue-to-transparent gradient. Click OK. Select the Gradient tool (G) and ⌘-drag down not far from the top of the image. Set the layer's **Blending** mode to **Multiply**.



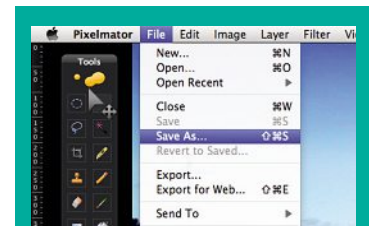
04 Use curves

Select both layers in the **Layers** palette. Go to Layer > Merge Layers to combine them. Rename the result 'Photo'. We'll now add extra visual punch using the *Photoshop*-like **Curves** (Image > Curves), which offers more control than level sliders. Use an 'S' curve, as shown.



05 Add an image

Drag the file **great-britain.png** (from your disc) to your *Pixelmator* document. (If needed, use [F] to move out of full-screen mode.) The graphic will be placed on a new layer, named as per the file. Select the **Move** tool (V) and drag the silhouette to see all of it.



» QUICK TIP

Pixelmator edits are destructive, changing the original file (unlike in *iPhoto*). Therefore, if you open an image from *iPhoto*, you should immediately save it with a new filename. This will ensure your original is safe. Once you're done editing, import your revised image into *iPhoto*.



06 Transform the map

Go to Edit > Transform. (The **Transform** tool enables you to resize and rotate any layer.) ⌘-drag a corner inwards to make the silhouette smaller but remain proportional. Drag inside the dotted lines to reposition it. Double-click when done (⇧ toggles palette visibility).



07 Freehand drawing

Create a new layer (named 'Location') and select the **Brush** tool (B). Click the foreground colour on the **Tools** palette and select white from the **Colors** palette. Select a medium-sized brush from the **Brushes** palette and draw a freehand circle above the silhouette.



08 Add some text

Select the **Type** tool (T) and drag a box to house your text. You can later resize this box with the **Type** tool - select the text layer and ⌘-drag the corner widgets. Type your text within the box; use the **Tool Options** and **Fonts** palettes to define the text's appearance. ●



Share snaps with Photo Booth

Apple's app gives you plenty of fun ways to share photos with your friends

» KEY INFO

DIFFICULTY:
Beginner

TIME NEEDED:
15 minutes

WHAT YOU'LL NEED:
Mac with iSight camera or external webcam, Photo Booth, internet connection

Apple's been putting a lot of emphasis on video-chatting recently, introducing *FaceTime* for the iPhone and iPod touch, and also announcing its intention to produce a version of *FaceTime* for the Mac too (the beta's available already, at www.apple.com/mac/facetime).

It's easy, then, to overlook *Photo Booth*, the program that Apple provides for taking quick snapshots with your Mac's iSight camera. *Photo Booth* is a fun little program that includes a number of special effects filters, and a feature called **4-up snapshots**, which lets you snap four photos in quick succession – just like the photo-strips you get from old-fashioned photo booths.

Photo Booth also has some handy options for sharing your photos with your family and friends. You can insert your photos into an email, send them to *iPhoto* for editing, or just create some fun pictures for your user account on your Mac or on *iChat*.

So let's take another look at the *Photo Booth* app and see just what it can do.

Cliff Joseph



01 Snap!

Most Macs now come with an iSight camera built in, so it's easy to use *Photo Booth* to take quick snaps of yourself. Look at the left-hand side of the toolbar running along the bottom of your video image and you'll see three icons that enable you to select different snapshot modes. You can capture a still image, record a video clip, or use the **4-up** option to shoot a set of four photos in a row.



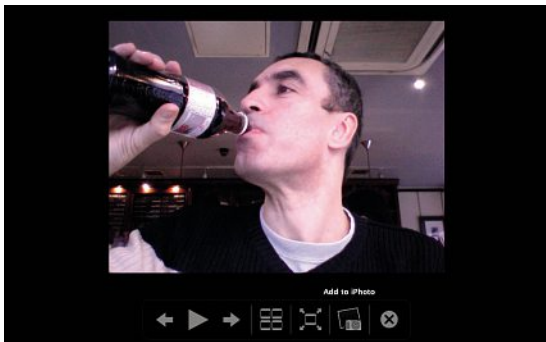
02 On the button

Hit the camera icon on the toolbar to take a snapshot, and you'll then see a preview of each shot displayed in the *Photo Booth* window. Click on a preview to view it full-size in the main window. Four new icons will also appear on the toolbar, providing options for sharing your snapshots in various ways.



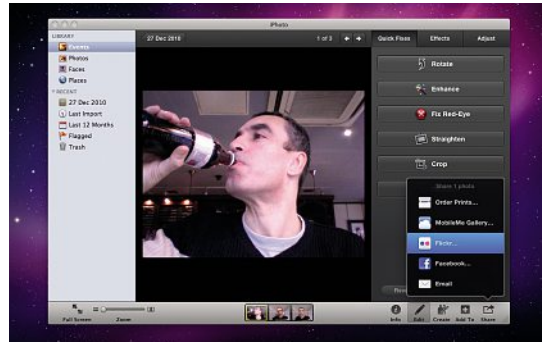
03 Apple Mail

Click **Email** on the toolbar and *Photo Booth* will launch *Apple Mail*, creating a new email message with your snapshots already included for you. You can adjust the size of the photo using the menu in the bottom corner. Unfortunately, the *Email* button only works with Apple's *Mail* app – it won't launch other email programs.



04 Into iPhoto

Select a snapshot and click on the *iPhoto* icon on the toolbar to add that snapshot to the library. However, if you've taken a lot of shots, you might want to use *Photo Booth*'s slideshow option instead. Select **View Slideshow** from the **View** menu, and use **Add To iPhoto** on the slideshow screen to send multiple shots into *iPhoto*.



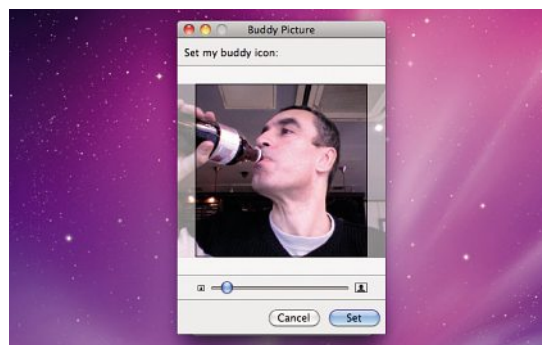
05 Simple sharing

Photos sent from *Photo Booth* are added to *iPhoto* as a new event. You can then use *iPhoto*'s editing tools to tidy up your photos. And, of course, *iPhoto* includes a number of sharing options that enable you to upload your photos to sites such as Facebook or Flickr, or to print high-quality albums, calendars and greeting cards.



06 On account

Click the **Account Picture** on the *Photo Booth* toolbar and you're taken to the **Accounts** section of *System Preferences* on your Mac. The snapshot you selected in *Photo Booth* is used as the new picture for your user account. Click on the thumbnail of the photo to switch back to your original photo if you want.



07 Hey buddy

Use a snapshot from *Photo Booth* for your picture in *iChat*. Click the **Buddy Picture** button on the *Photo Booth* toolbar to launch *iChat*. You're taken straight to *iChat* and shown an editing window that enables you to zoom on the photo and crop it to create an icon, which is easy for others to recognise when you're online. ●

>> EXPERT TIP

Moving pictures



The sharing options we've looked at make it easy

to share your snaps by uploading them onto Facebook and Flickr or sending them via email. But, there's one option in *Photo Booth* that's handy when you record video clips or 4-up shots.

When you select a video or 4-up snapshot in the preview tray, a new **Export** command is activated in *Photo Booth*'s main **File** menu. Selecting **Export** enables you to save your videos and 4-up snapshots as animated GIF files. A 4-up snapshot will be converted into an animation that repeats four frames, while video clips use one frame from each second of video to create a time-lapse effect. Use these files in *iWeb* to add animations to your sites.



>> QUICK TIP

You can quickly send snapshots from *Photo Booth* straight into *iPhoto* or *Apple Mail*, but if you want to experiment with them in other ways you can find all your *Photo Booth* snaps in your Home folder, in **User/Pictures/Photo Booth**.

Create movies from photos

Don't have a video camera? Why not turn your photos into a movie?

»» KEY INFO

DIFFICULTY:
Beginner

TIME NEEDED:
30 minutes

WHAT YOU'LL NEED:
iMovie '11 version 9.0 or later,
photos stored anywhere on
your Mac, an understanding of
the interface

When you look at *iMovie*, you undoubtedly think of video editing – the program's name alone makes it hard to consider anything else. But despite its original focus, you can actually make use of this application even if you've never touched a camcorder in your life. As long as you've got some digital images, you're in business.

Actually, you've been able to work with photographs from within *iMovie* since version 3, when Apple also introduced what they call the 'Ken Burns effect', a way of zooming and panning across an image. It was named in honour of an American documentary filmmaker who used this technique to illustrate his series on the American Civil War. This makes looking at a photograph more interesting than staring at a non-moving image.

Despite losing many of its features during the program's reboot in 2007, working with still images and the Ken Burns effect thankfully survived the dramatic overhaul. Now, two versions later, this part of *iMovie* has been refined further to make the whole experience of choosing an image, adding it to a project and manipulating it, as easy as it can possibly be.

iMovie is able to find the exact photo you want wherever it's stored – be it in *iPhoto* or *Aperture* libraries or even *PhotoBooth*. Best of all, unlike video clips, you can also

"Despite its focus, you can actually make use of this application even if you've never touched a camcorder"

drag a file directly from the *Finder* onto one of your projects.

By default, the Ken Burns effect is automatically added, but since a computer isn't yet capable of reading your mind, you'll most likely feel the need to alter the parts of your photo you'd like to focus on. You can also choose to forego the effect entirely and watch the image as it was shot, even if you'd taken it in the portrait orientation rather than landscape.

We'll show you in this tutorial what's new in *iMovie* '11 when it comes to still images, as well as helping you understand the most important options available to you when working with photographs, such as altering the duration of all photos, or just a single one.

So launch the program and let's see what we can achieve armed with only a digital stills camera...

Steve Paris

»» QUICK LOOK / Find your way around the Photo Browser

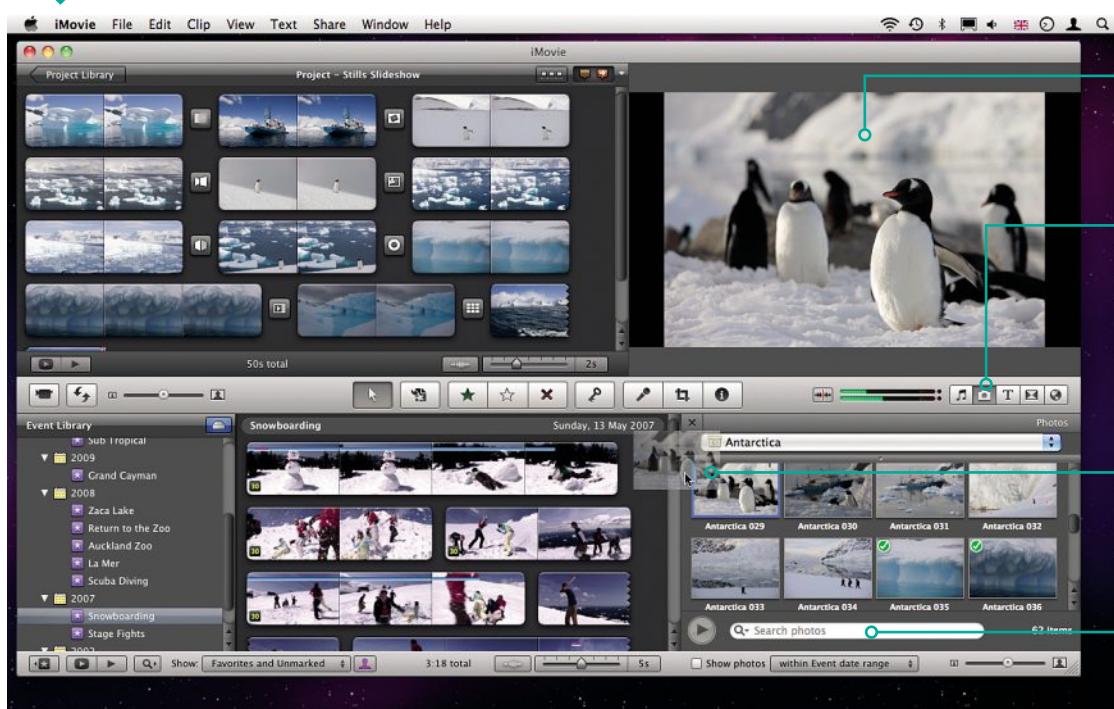


Image Preview

Select a photo in your library and it'll appear in the preview section.

Photo Browser

This button reveals the **Photo Browser**. You can also use the **⌘+2** keyboard shortcut.

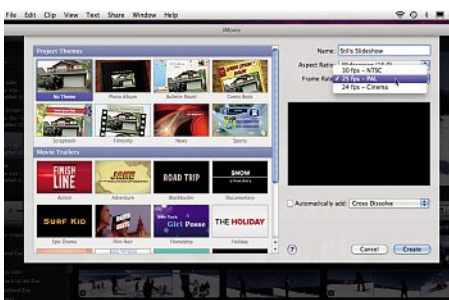
Drag and drop

You must drag a thumbnail onto your project (not a preview).

The Search field

Use this field to find the right shot via comments and titles.

>> HOW TO / Make a movie out of your photos



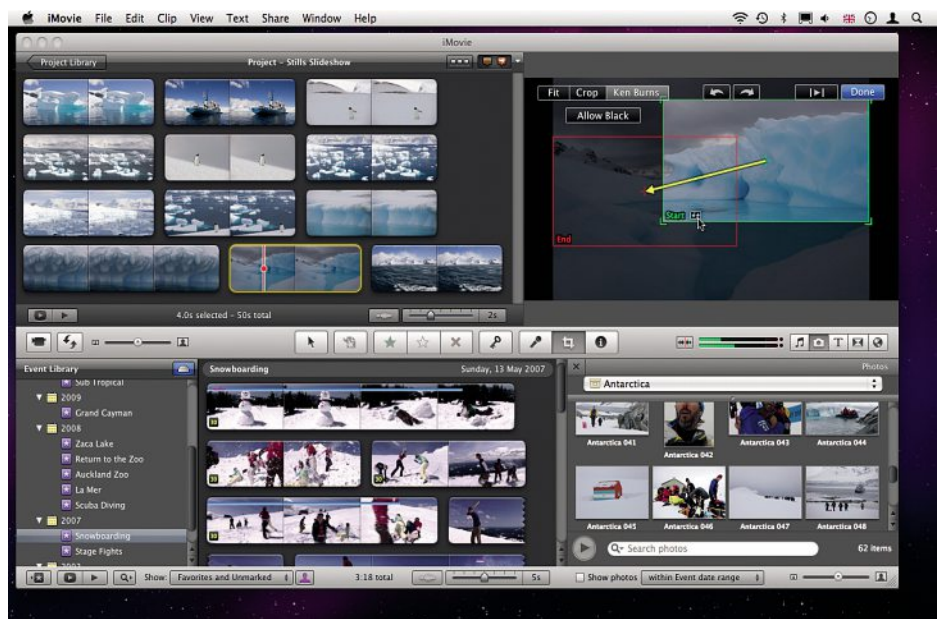
01 A New Project

Let's start by creating a brand-new project. Go to **File > New Project** to reveal a drop-down sheet. Select one with no theme and choose the aspect ratio you want from the pop-up menu of the same name. The frame rate should be PAL if you're in the UK.



02 The Photo Browser

Go to **Window > Photos** to reveal the **Photo Browser**, bottom right. You can see all the shots in your *iPhoto*, *Aperture* and even *Photo Booth* libraries. Use the scroll bar to alter the thumbnails' size. You can drag any image from the *Finder* onto iMovie's Project area.

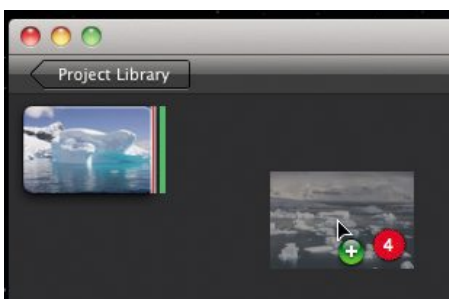


>> QUICK TIP

iMovie '11 lets you display the entire image on the screen, even if that means having black borders around your photograph. This option is called **Fit in Frame** in the pop-up menu described in Step 4. You can also choose to display black borders when you crop an image.

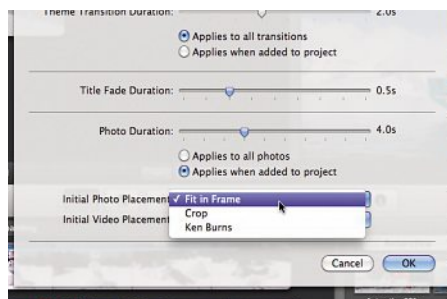
06 Ken Burns

To alter the **Ken Burns** effect, select a shot and click on the toolbar's **Crop** icon (you could also use the **⌘** keyboard shortcut). You'll see your entire photo in the **Preview** section as well as two coloured rectangular outlines. The green one represents what you'll see when the effect starts and the red one what will be shown last. Drag them around to focus on other parts of your image. Resize them by dragging their edges. A large yellow arrow points in the direction of movement the effect will take as it travels along the photo. To reverse direction, click the button bearing two curved arrows, located bottom left of whichever outline is selected. When finished, click **Done**, top right.



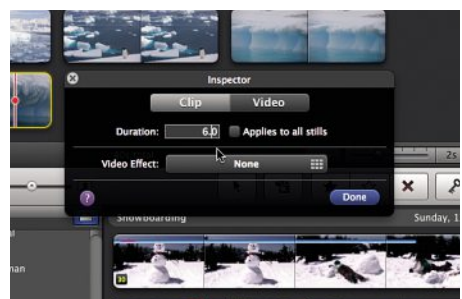
03 Drag one or many

Drag a few photos onto your project. All shots in use have a green tick at the top of their thumbnails. Add more than one at a time by highlighting the first and **⌘**-clicking on others. The default duration for all stills is four seconds. To alter that, go to **File > Project Properties**.



04 Photo preferences

Alter the default length by dragging the **Photo Duration** slider. This will affect all images added from this point forward. Further down is the **Initial Photo Placement** pop-up menu. By default, a **Ken Burns** effect is added to a still image. Modify that preference from here.



05 The Inspector

To have each image stay on screen for a different length of time, double-click on one in the **Project** section. This reveals the **Inspector** window. From there, you set the duration for that photo. The tick box alters the default duration for all stills already in your project.

Find missing iTunes artwork

Make sure your music library's presentable with comprehensive album art

»»KEY INFO



DIFFICULTY

Intermediate



TIME NEEDED

20 minutes

WHAT YOU'LL NEED

iTunes, internet connection

»»ON THE DISC



Find iTunes resources on your disc.

There's nothing quite like browsing through your iTunes music library, looking at all the gorgeous album cover artwork as you go, be that on your Mac, your iPhone, iPad or iPod. At least, it is until you come to some tracks that haven't got any artwork attached to them, at which point the black square with the pair of quavers rather spoils the wow factor. So we're going to help you get that pizzazz back by making sure your whole iTunes library has its cover artwork present and intact.

Before we start, make sure you've got the artwork thumbnail visible in iTunes – it appears in the bottom-left corner, and you can toggle it on and off using the rectangle with the triangle in it, next to the repeat button. Just above the thumbnail, you'll see it either says **Selected Item** or **Now Playing** – flip between these by clicking on the words; the former will be what we're mostly interested in here. And remember, you can enjoy album artwork in a variety of ways – see those little buttons to the left of the search bar at the top of the iTunes window? The right-most three all display album view in a different way, so try viewing your music library in each way to see which you like best. If you switch into **Cover Flow** view (the furthest-right option), you'll see a little button with an arrow in each corner just below all your album covers. Clicking this will make Cover Flow take over your



You shouldn't judge an album by its cover, but it's still a lovely way to browse your music.

entire screen for truly immersive browsing. Right-click while you're in this view to adjust the font size, too.

And if you enjoy leaving the **Visualizer** on as eye-candy while you play your tunes, the album artwork will display alongside the track information here.

Jazz it up

If you buy your music directly from the iTunes Store, it comes with the artwork already attached, so there's no need to change anything there.

"We're going to help you get that pizzazz back by making sure your whole iTunes library has its cover artwork present and intact"

But if you prefer the more traditional method of going down to the record shop, buying physical CDs and then importing them to iTunes, you can save yourself a lot of time later by adding the artwork when you import the songs in the first place. When you pop a CD in your drive, iTunes looks up the track names on the internet, but by default, not the artwork. And because you can't edit what's on a CD, you can't add the artwork until you've imported the album. But there's an option in iTunes' **Preferences** that will automatically download any missing cover art for songs you import into

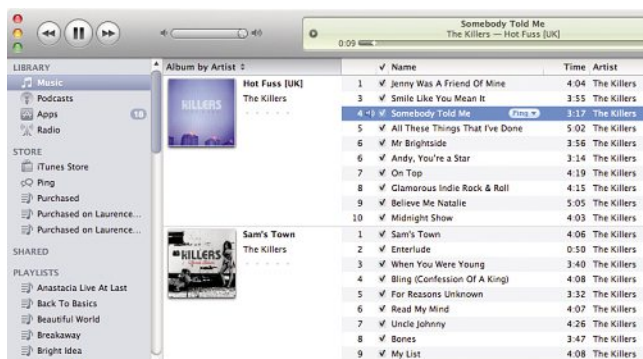
iTunes. Tick the **Automatically download missing album artwork** option in **Preferences > Store** and click **OK**. Note that if you're importing a CD, it'll only get the artwork once all the tracks have safely copied to your Mac, so don't be alarmed if nothing appears while it's busy. If you import a CD and it's not able to find the artwork, it's worth getting into the habit of adding it manually straight away (see Step 4 on the next page), so that you don't amass more and more art-less music in your collection.

And don't forget that if you've got an iPod, iPhone or iPad with music on it (or audiobooks, for that matter), any artwork you add to your iTunes library will be transferred to your mobile player next time you sync with your Mac, so that you can take the visual experience with you anywhere you go.

So your mission, should you choose to accept it (and we suggest you do, because the results will be stunning), starts here. Follow these simple steps to produce an art-filled music library.

Laurence Cable

The album List view in iTunes combines the beauty of the covers with all the vital track info.

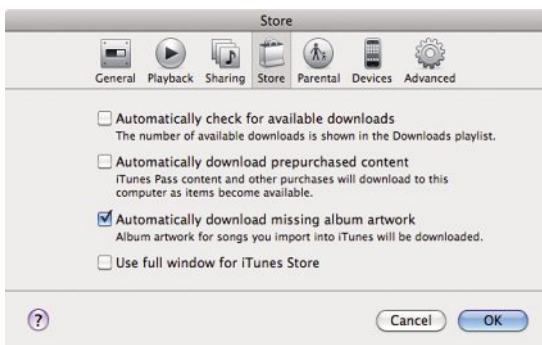


» HOW TO / Complete your iTunes album artwork collection

01 Automatically get album art

Make sure you're connected to the internet and fire up *iTunes*. Now go to the **Advanced** menu and select the **Get Album Artwork** option. What this does is send the details of songs that are missing cover art to Apple, to see if there's a match for them. As the pop-up message will inform you, Apple doesn't keep any information about the contents of your music library. Tick the **Do not ask me again** box, then press **Get Album Artwork**. You'll see the top bar work its way through your library – depending on the speed of your internet connection and how many songs (and indeed movies, apps and books) you've got, this could take some time.

When it's done, pop your view into **List** mode (the left-most of the four buttons next to the search bar), make sure the artwork thumbnail is set to **Selected Item**, and browse through your library to check if any tracks are still missing their art. If there are, we've got some more tricks up our sleeve. Read on.



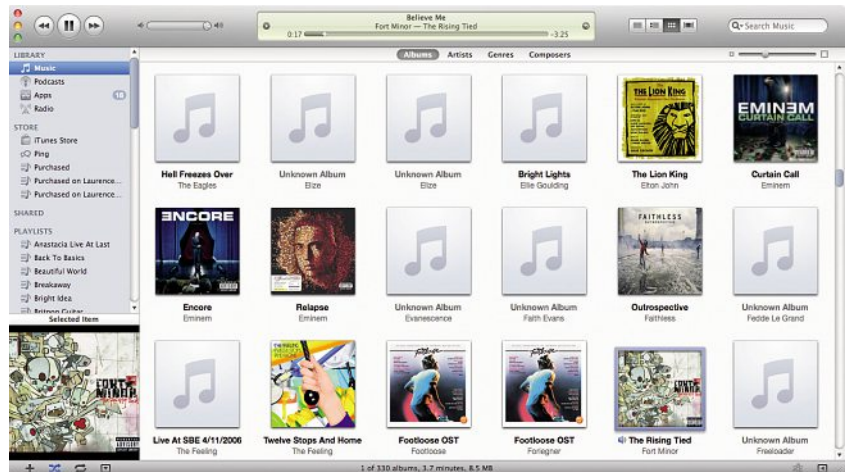
iTunes can search for cover artwork when you import music.

02 The Dashboard widget

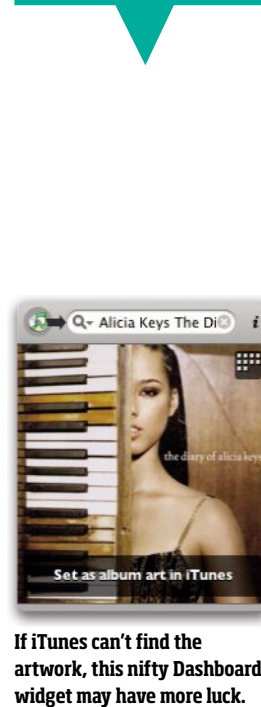
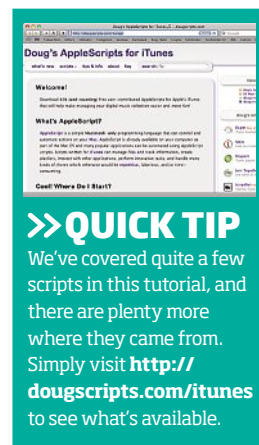
Online retailer Amazon is a fantastic source of cover artwork, and there's a little widget you can install on your Mac's *Dashboard* to help you get it. You can get the widget from <http://bit.ly/macformatalbumart> – click **Download** on the page and it'll prompt you if you'd like to install it. Do so, and click **Keep** when it appears, rippling as it does on your *Dashboard*.

Now, back in *iTunes*, select a song that's art-less, pop up your *Dashboard* and click the green *iTunes* button on the new widget. All being well, you'll see an image pop up below. There may even be more than one to choose from, and if so, you'll see a checkerboard appear in the top-right corner of the art. Click this to see miniature versions of the other options and click the one you'd like to use. When you're happy, press **Set as album art in iTunes**. And that's all there is to it! The only drawback of this widget is that it can only handle single songs or albums at a time – if you select tracks that require different artwork, they'll all be given the same cover.

It's also worth noting that you can click the little 'i' at the right-hand end of the widget to display more options, including which national Amazon site it searches on.



Rid your music of those pesky quavers by arting up your tunes – you'll be amazed at the difference.



If iTunes can't find the artwork, this nifty Dashboard widget may have more luck.

03 Scripts

As well as *iTunes*' built-in album art search, various people have written scripts that attempt to do the same thing. **Fetch Art** is one such example that's worth trying – even though it searches Amazon in the same way that the above widget does, its results differed. It's available from <http://fetchartblog.blogspot.com>, and although it hasn't been updated for a while, it works with *iTunes 10*. When you install it, it'll appear in *iTunes*' **Script** menu in the menu bar. Select a single track or album and choose the **Fetch Art** option. Its results will appear in a new window, and if you like what you see, simply click **Copy** to *iTunes*.

04 Manual search

If you've followed the previous steps, your library's artwork should be more or less complete. If there are a few straggler tracks still without artwork, you can add them manually. To make things a bit easier for yourself, why not install another script, which will put all tracks missing art into a single playlist, so you have them all in one place. Get the script from: <http://bit.ly/missingart>. Copy it to your **Library/iTunes/Scripts** folder to make it appear in *iTunes*' **Script** menu. In your *iTunes* library, press **⌘+A** to select all your songs, then go to **Script menu > Find songs w-o artwork**.

To get the missing art for each track, type the artist and album name into <http://images.google.co.uk> (or if you've caught the scripts bug, there's one that performs the search for you at <http://bit.ly/searchforalbumart>) and click the one you want. On the right of the new window that opens, click **Full-size image**, then right-click (or **⌘+click**) the cover art, select **Copy Image** and switch back into *iTunes*. Highlight the track, right-click the artwork area in the lower left corner and choose **Paste**. Repeat this process for your remaining tracks – it may seem tedious, but just think of the looks on your friends' and relatives' faces as you nonchalantly flip through in **Cover Flow** mode. You know it's worth it... ●

Dictate to your Mac and even issue it spoken commands with this new app.



Master Dragon Dictate

Interact with your favourite Mac applications using only your voice!

>>> KEY INFO

 **DIFFICULTY:**
Intermediate

 **TIME NEEDED:**
30 minutes

WHAT YOU'LL NEED:

A copy of Dragon Dictate 2.0 (£179 from www.nuance.co.uk/dragondictate), an Intel Mac running OS X 10.6 Snow Leopard

This exciting speech recognition program has come a long way with its second release. Available from www.nuance.co.uk/dragondictate with a bundled headset, *Dragon Dictate for Mac* lets you input text by speaking instead of typing. It can be trained to recognise non-standard spellings such as real names or trademarks, and you can cache a dictated document to use within other apps.

But it does so much more than turn speech into text. *Dragon Dictate for Mac* also enables you to interact with your Mac via voice commands. You can create emails by saying "send an email to [recipient]", activate apps using commands such as "open [app]" or collapse the

current window with "minimise window". It can be customised to suit the way you work too, with personal vocabulary and voice commands that reflect how you use your Mac.

Originally called *MacSpeech Dictate*, this new release offers significant improvements over its predecessor. *Dragon Dictate for Mac* recognises speech faster and more accurately right out of the box. Optimisation improvements give it a

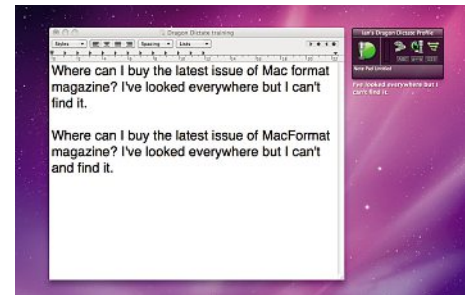
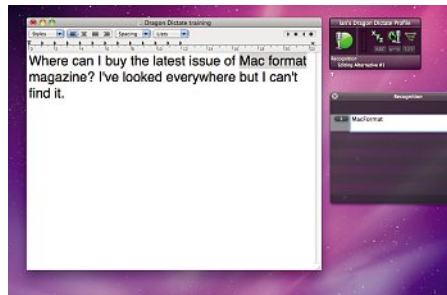
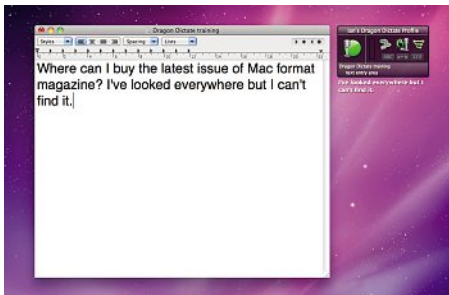
"It does so much more than turn talk into text; it also enables you to interact with your Mac via voice commands"

massive speed boost, loading data and processing speech much faster than before, and its range of voice commands has been greatly expanded. You can interact with OS X apps such as *Mail*, *iChat*, *TextEdit* and *Safari*, and new editing commands greatly speed up and simplify text editing by voice. Its microphone management has been overhauled, its training tools are much easier to use and you can upgrade to *Dragon Dictate 2.0* from *MacSpeech Dictate 1.5* without losing your settings and user data.

In this tutorial, we take a look at some of *Dragon Dictate's* key features. In a future issue we'll focus on the extensive voice commands.

Ian Osborne

>> HOW TO / Use Dragon Dictate's exciting features



01 Phrase train

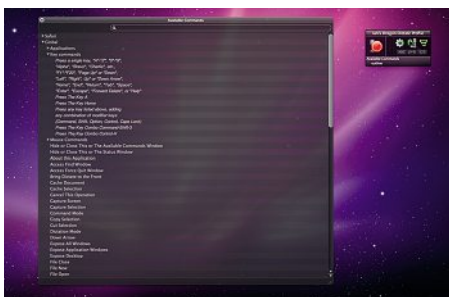
Sometimes you have to train *Dragon Dictate for Mac* to recognise a phrase that's written in non-standard English. For example, the title of this magazine is not 'Mac format', as is offered here. We must teach *Dragon Dictate* to offer our title in the correct form, 'MacFormat'.

02 Edit your phrase

Say, "Train the words mac format" and you're offered a list of possible correct forms. If none of them are correct, select the first by saying "edit one", then say "spelling mode". You can now read out the correct spelling one letter at a time, indicating capitals and spaces.

03 Enunciate form

Spell out the correct form letter by letter, prefixing the 'M' and 'F' with "Cap" to capitalise. When you've finished, say "Dictation Mode", then "Choose One" to select the option you just edited. You might need to train it a few times before it works correctly during dictation.



04 Key Commands

You can use **Key Commands** to voice your instructions. Say "Show available commands window" or select **Show Available Commands** in the **Window** pull-down menu for a list. Global commands can be spoken at any time, in contrast to app-specific commands.



05 From launch to quit

You can launch apps by saying, "Activate [app]", and use the "Quit" command to close it again. The "Press the key" command replicates a single keyboard key press. It works with function keys too. For example, "Press the key F9" toggles *Exposé's All Windows* view on/off.



>> QUICK TIP

Instructional videos can be found at <http://bit.ly/7WsqA>. Open hi-res or low-res versions in your browser, or right-click on the link and select **Download Linked File** to save them for offline viewing. Visit the support centre (<http://bit.ly/g4iRmD>) and forum (<http://bit.ly/bAlisS>).



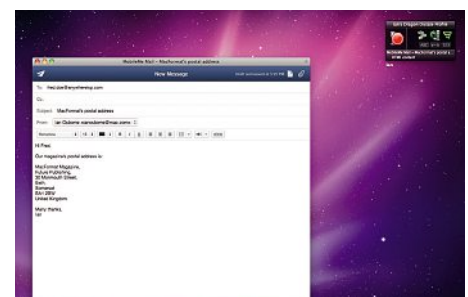
06 Use a voice macro

Use the **Commands** window to create a voice macro to insert a piece of text into a document. For example, automatically add a signature or postal address to your email or letter. Select **New Command** from *Dragon Dictate's* **File** menu (or press $\text{⌘} + \text{⌘} + \text{N}$).



07 Set your command

Add a name and a description for your new command. The **Context** pull-down lets you restrict it to a given app, or use the **Global** setting to make it work anywhere. Under **Type**, select **Text Macro**, then add the text you wish to insert using the macro in the text field.



08 Use your command

You can now add the text contained in your macro by saying the command name. In this case, saying "Postal address" (the name we assigned to the command in the previous step) gives us *MacFormat's* snail mail details. Since we made it a global command, it works in any app. ●



Retrieve your essential files on any of your devices, wherever you happen to be.

Sync your files with SugarSync

Make sure you always have access to your important stuff wherever you are

»» KEY INFO



DIFFICULTY:
Intermediate



TIME NEEDED:
30 minutes

WHAT YOU'LL NEED:

Two devices - a Mac, iPhone, iPad or other compatible device

The chances are you use more than one computer or mobile device and need to access important files wherever you happen to be. Manually copying the latest version between your Macs or emailing it to your iPhone is one way of doing this, but it's also a pain, and because we're all human, there'll be times when we forget. That's where SugarSync comes in. You install it on all your Macs and, if applicable, your iPhone or iPad, and it enables you to access selected files and folders from any machine. Unlike *Dropbox*, which keeps a single folder in sync between all your computers, SugarSync enables you to select which folders on each Mac you'd like to make available. The contents of

these folders are then uploaded to your filespace on SugarSync and are available from anywhere you can get internet access. And say you're at work and make a change to a file that's synced from your home Mac, the next time you switch the latter on, the updated version will appear on it, all ready to go.

There's more to it than that, though. You can set it so any photos you take on your iPhone are

"Install it on all your Macs and your iPhone or iPad, and access files and folders from any machine"

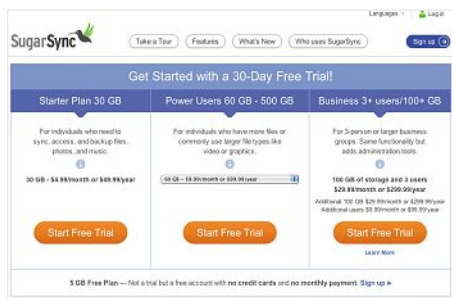
automatically synced to your Mac. There are also ways to send files to others, stream music and more.

For the best experience, you should install the SugarSync client on each machine you use it on - there's even a PC version. But it's not essential, because you can also get at and edit your synced files by logging onto the SugarSync website.

The best news about this is it needn't cost you anything. There's a free account you can sign up for that gives you 5GB of storage, with more available if you complete tasks or recommend friends. Depending on how much you plan to sync, you can always upgrade to one of the paid-for packages later on.

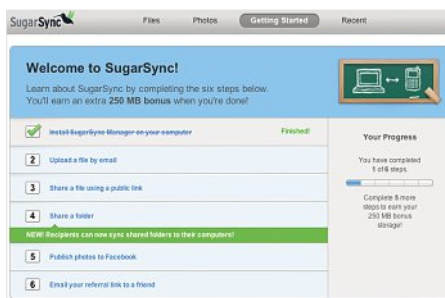
Laurence Cable

>> HOW TO / Get started with SugarSync



01 Sign up!

Head to www.sugarsync.com and click **Sign up**. On the next page, you'll see the 5GB Free Plan listed - press **Sign Up** next to this. Type in your email address, a username and password and hit **Sign Up**. You'll now be prompted to download *SugarSync Manager*.



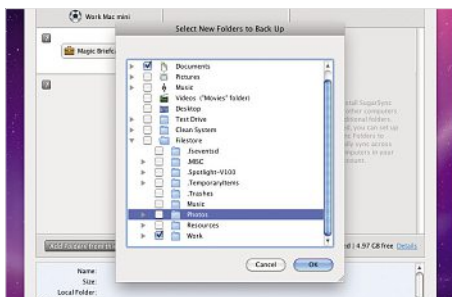
02 Activate your account

While it's downloading, check your emails for a message from SugarSync and click the link to activate your account and sign into the website. You will be taken to a game that teaches you about the system, while winning additional storage at the same time.



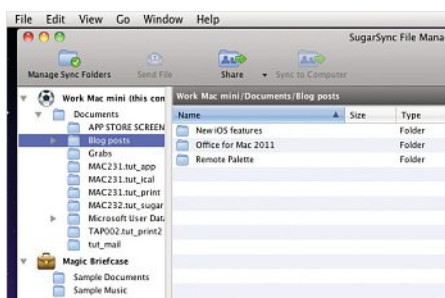
03 Install SugarSync

First install the client. A window should appear once the file's downloaded. Drag the client to your **Applications** folder and open it. Log in, name the computer, click **Next** then choose **Advanced Setup**. Read the info and click **Next**. Repeat on each computer you use.



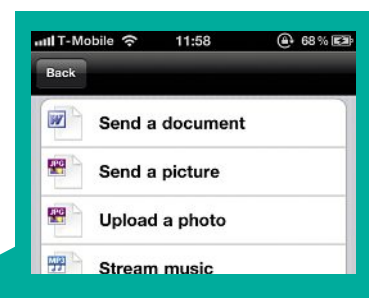
04 Choose what to sync

Click **Add Folders from this Computer**, and tick the ones you'd like to sync - this could be your **Documents** folder, or your **Pictures** and **Music**. When you click **OK**, your folders appear under **This Computer**, and will be accessed wherever you log in.



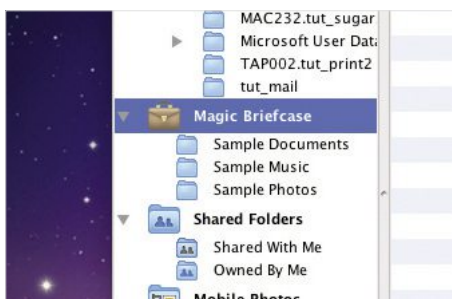
05 First sync

If you want to exclude any subfolders, click the link at the bottom. Now it's time to upload your stuff to SugarSync. Look in your menu bar for the double arrow item: this shows it's syncing. In the meantime, you'll land in the **File Manager**.



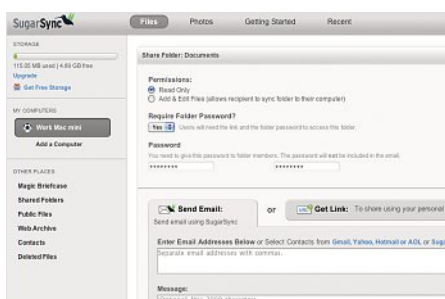
>> QUICK TIP

There's so much more to SugarSync than we've had space to cover here. Work through the **Getting Started** tasks on the site and the iPhone app to earn extra space. Another way to earn more storage is to refer friends via the button in the **File Manager**.



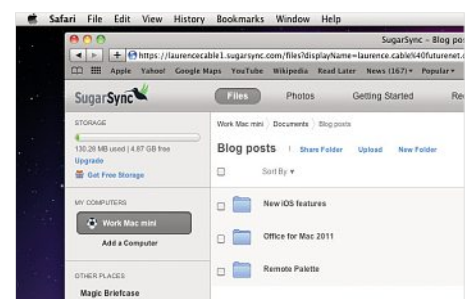
06 Find your way around

Your shared folders are accessible in the left column. To open a file, double-click it. If you edit it, the changes will be uploaded so they're available anywhere. Anything in the **Magic Briefcase** (in your username/Documents folder) syncs across all devices automatically.



07 Share your files

To enable others to view a synced folder, go to it and select **Share**. A browser will open giving you some options. Share your link below. To unshare, find the folder in the **File Manager**, right-click it and choose **Edit Share Options**, then click **Unshare**.



08 Access from anywhere

Open the **File Manager** any time via the SugarSync menu. If you've got an iPhone, iPad or iPod touch, get the free *SugarSync* app that enables you to access and share synced files on the move. If you're on a public computer, access files by logging into the SugarSync website. ●

VirtualBox is the free method of getting Windows to work on a Mac.



Install Windows 7 in VirtualBox

Switch between Mac OS X and Windows without restarting your system

>>> KEY INFO



DIFFICULTY:
Intermediate



TIME NEEDED:
1 hour

WHAT YOU'LL NEED:

Intel Mac, copy of Windows 7, internet connection

Mac OS X is great, we all know that. But there are times when you may have no option but to use Windows for something. It may be that a program you need isn't available for the Mac, or some old hardware you have won't play nice with OS X. And while Boot Camp is all well and good at enabling you to run Windows, it has its drawbacks. Notably, you have to create a separate partition for it to use and you must restart your Mac to swap between OSes.

And that's where *VirtualBox* comes in, because with it, you can run Windows in a window in OS X. Sure, *Parallels* and *VMware* offer products that do this too, but *VirtualBox's* trump card is its price:

free! So the only cost involved with installing Windows on *VirtualBox* is to buy Windows 7 itself, and it comes in three versions. To find out more, see <http://bit.ly/macformatwindows7>, but Home Premium should be fine for most people.

Unfortunately, if you've already set up a Boot Camp disk, *VirtualBox* can't use this as its virtual hard drive, and you'll need to set up a new one on your Mac's disk. The good news is

"Maybe a program you need isn't on the Mac, or some old hardware you have won't play with OS X"

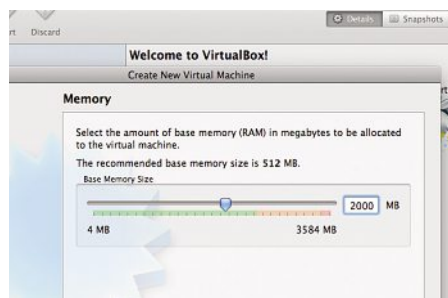
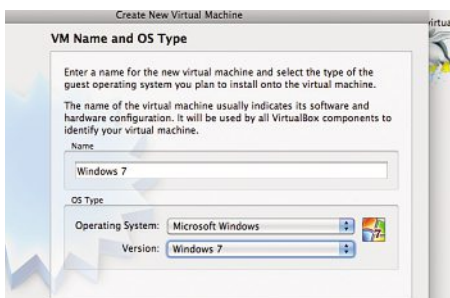
that it comes with a feature called Dynamically Expanding Storage, which means the Windows hard drive will only take up as much space as it needs on your Mac, up to a limit you set during installation.

VirtualBox works with virtual machines, each of which emulates a full-blown computer. If you only plan on using Windows 7, you'll need just one, but if you also need to use XP or Vista, or even one of the many varieties of Linux, you can install each on its own virtual machine.

To start, go to www.virtualbox.org and download the OS X version. Then run the installer. Once done, open *VirtualBox* in your Applications folder and follow the steps opposite.

Laurence Cable

>> HOW TO / Set up VirtualBox for Windows 7



01 Your virtual machine

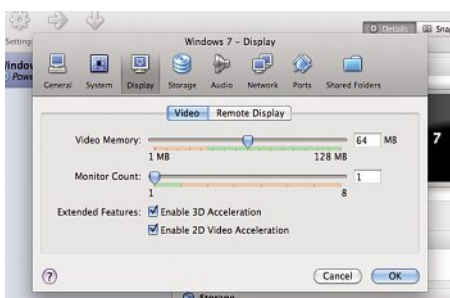
You'll be greeted by the **VirtualBox Manager**, where you manage virtual machines. Click the green **New** button in the top left to open the **Virtual Machine Wizard**. Give your machine a name and choose **Windows** and **Windows 7** from the respective drop-downs.

02 Memory allocation

Decide how much of your Mac's RAM you'd like it to have access to. The more you give it, the better Windows will run, but you'll see an inverse effect on OS X. We suggest at least 2000MB (2GB). On the next screen, tick **Boot Hard Disk** and **Create a new hard disk**.

03 Virtual hard drive

Choose **Dynamically expanding storage** on the next screen and click **Continue**. How big you make it depends on what you need to use Windows for. The OS on its own needs up to 20GB, so add at least another 20 to give yourself space to install software.

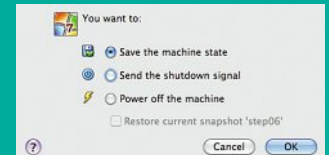


04 Virtual machine settings

Back in the **VirtualBox Manager**, your machine's essentially ready to go, but first, click **Settings** at the top. A lot of this is advanced stuff that you needn't fiddle with, but it's worth increasing the **Video Memory** to around 64MB. We also enabled the video acceleration options.

05 Boot her up

Click **Start** at the top of the **VirtualBox Manager**. Read the message and click **OK**. The **First Run Wizard** will now help you install Windows 7. Pop the install disc in your Mac and make sure your DVD drive is selected in the drop-down. Click **Done** on the next window.



>> QUICK TIP

When you're finished using Windows 7, press **⌘ + Q**. Choose the top option to save the machine's state, which will record a snapshot of what you're doing. You can use this to restore to the next time you want to use Windows. Essentially this means there's no need for you to wait for the machine to start up or shut down.



06 Install Windows 7

Read the mouse notes, choose a country, and on the next screen, press **Install now**. Read the Licence Agreement, then choose a **Custom install**. Select your hard drive from the list and click **Install now**. This will take time, so go try and catch a fly with some chopsticks.

07 Initial setup

Once that's done, you'll be taken through the steps to set up Windows. You'll need to choose a username and password, and enter the product key. Use the recommended security settings and pick the type of network you'll be using. Windows should now be ready.

08 Guest Additions

Press the left **⌘** key and **D** together, go to **Start > Computer**, double-click the DVD drive and open **VBoxWindowsAdditions-x86**. When installed, Guest Additions improves a number of things, including mouse OS integration. Reboot Windows and it's ready to use! ●

Create a cool newsletter in Pages - in print or as a PDF.



Create a family newsletter

Let family and friends know how you're getting on with a stylish newsletter

»» KEY INFO



DIFFICULTY:
Beginner



TIME NEEDED:
30 minutes

WHAT YOU'LL NEED:
iWork, OS X 10.5 or higher

Sending out a family newsletter is one of those age-old New Year's resolutions that we rarely keep. Why not stick to your plans this year and publish your own quarterly update for friends and family to enjoy? With *iWork* and *Pages* at your disposal there's no reason not to, and it's far easier than you think. With a rich set of templates available in *Pages* you can tell stories, share pictures and even let others know about your favourite recipes and holiday destinations. Adding images and text is a cinch and you can change any element of the templates to suit your style. There are 14 newsletter templates available in *Pages*, each with different themes to suit the

tone of your publication and, if you want to get really creative, you can start from a blank canvas and create your own layout.

In this tutorial we're going to show you the basics of creating a newsletter and provide you with a few extra tricks when it comes to printing out your document, making it easy to send it in the post or send it via email. All you need is a selection of great photos, a few

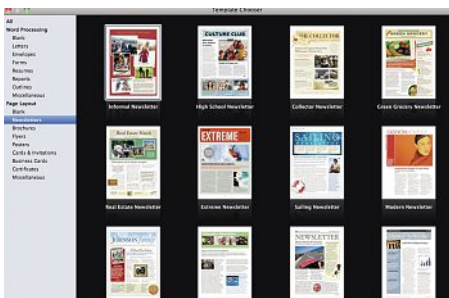
"Tell stories, share pictures and let others know about your favourite recipes or holiday destinations"

stories to write about and you're ready to begin publishing your newsletter. But before you begin, it's probably worth planning out which events you want to include and building an album of photos you want to use. That way, they'll be ready to drop in once you get designing in *Pages*.

Not only will your recipients enjoy your handiwork and be impressed at your design skills, but you'll also be creating a brilliant keepsake that you can look back on in years to come, or print multiple issues to build an anthology of your memories. Stick to your resolutions this year and make something amazing for your family and future generations to enjoy.

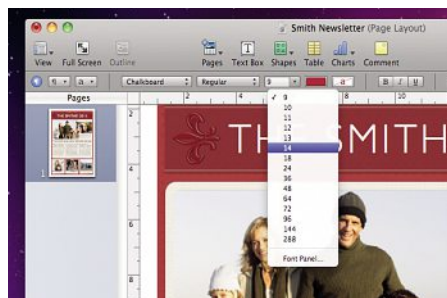
Ben Harvell

» HOW TO / Create and share a newsletter



01 Pick your style

On launching *Pages*, click **Newsletters** under **Page Layout** in the **Template Chooser**. Here you'll see all of the available template styles and if you scroll the cursor over each image you can look at other pages in the design to get a feel for the overall layout.



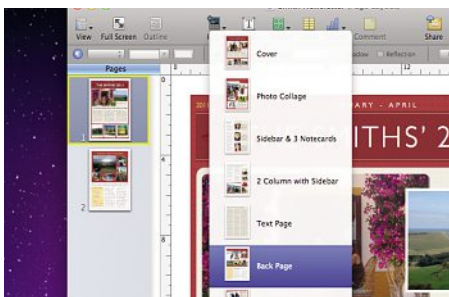
02 Get writing

When you've decided on the template you want, double-click its image to open it. You will be presented with the first page of your newsletter with dummy text included. Create a title, captions and text to fill the spaces and adjust the font size from the tool bar if desired.



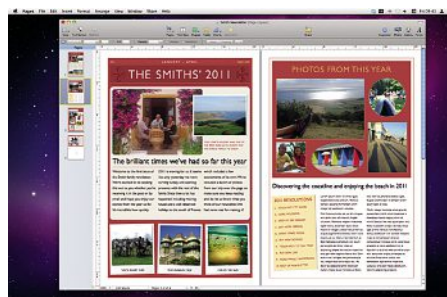
03 Add your images

Each image on the *Pages* Newsletter template is a placeholder, so you can replace them with your own images by dragging and dropping. Click the **Media** button at the top-right of the interface to select and add your photos. Size and orientation can be adjusted.



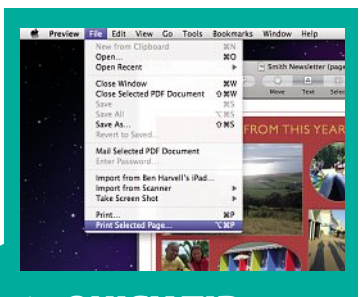
04 A different view

At the bottom left of the interface, click on the percentage shown (by default it's 125%). Then select **Two Up** from the drop-down menu to show two pages at once. Click on the **Pages** button at the top of the interface and choose a new page design to add to your newsletter.



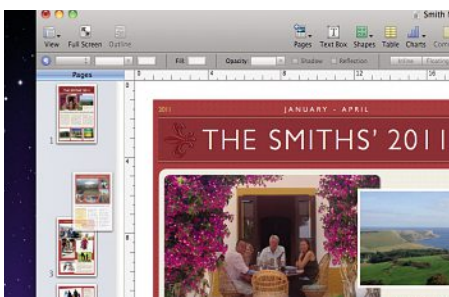
05 New pages

Edit this page in the same way as you did the first, adding text and dropping in images, and repeat the process for as many pages as you wish to add. You can add more text pages, photo collages or a mixture of both from the *Pages* menu.



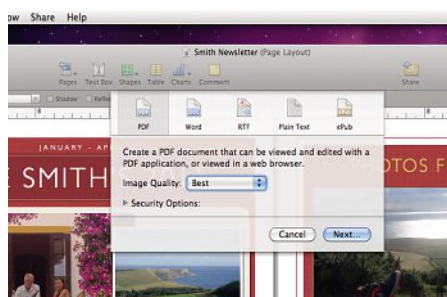
» QUICK TIP

Fool your printer into double-sided printing. Select to print each page individually and leave one sheet of paper from your printer. Now print the page and return the sheet to the printer with the printed side facing away from you. Rinse and repeat!



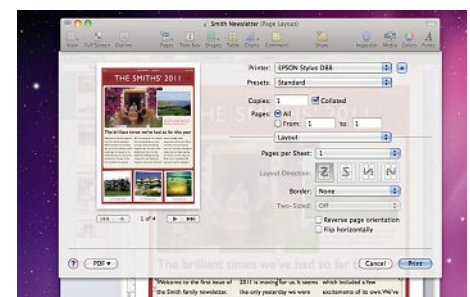
06 Position your pages

As you add more *Pages* you'll begin to get a feel for how your newsletter is going to flow. If at any point you decide to change the page order, select the thumbnail for that page from the sidebar and drag it to a new position. The main *Pages* screen automatically updates.



07 Prepare to share

From the *Pages* Share menu, select **Export** then choose **PDF**. Select a location to export your newsletter to, such as the Desktop, then save and close your newsletter. You can send this document in an email if you wish but we're going to look at printing.



08 Print options

Now open the PDF version of your document in *Preview* and select **Print** from the **File** menu. Check all the settings are correct and all of the pages of your newsletter are included before clicking the **Print** button. And be sure to check out the Quick Tip box above! ●

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>> OS X SURVIVAL GUIDE

Share your screen

Use your Mac even when you're not sat in front of it



>> PROFILE

Name: Christopher Brennan

Occupation: Freelance journalist, Mac consultant and house-husband

System(s): Mac Pro (2x2.8GHz), MacBook (2GHz), 20-inch iMac (2GHz), 12-inch PowerBook G4 (1GHz)

Perhaps you follow me on Twitter, have been standing within earshot of me, or you work for spooks and have been reading my emails. Then you can't fail to have noticed that we recently had some renovations done on our house. I have a whole new office where there was once an empty loft space. I have christened it 'mancave'.

So all my Macs are now in a room of their own with plenty of space to breathe, and there's no chance 'the child' can get her grubby and sticky mitts on them. Until she learns to extend and climb the ladder, that is.

So, what does all this have to do with Mac OS X, I hear you and the editor asking? Well, I was lying in bed one day when an annoying mechanical buzzing noise kept my wife, and consequently me, awake.

Lacking insulation

As I looked to the ceiling I realised what the noise was – either the fans or the hard disk spinning in my Mac in the loft. I was rapidly dispatched to lower the ladder, climb up and switch the Mac off. You'd think I'd have learned, but as my wife will point out, I never do. The next evening I'd left the Mac on again and had to leap naked from my bed to switch it off.

"There has to be a better way," my

wife said in a tone of voice that implied I find a better way, or suffer the consequences.

As I returned to my now frosty bed I spied the MacBook sitting on the night stand. A light bulb appeared above my head as the solution struck. (A metaphorical light bulb, naturally – I was already in too much trouble as it was.)

Screen Sharing is a built-in feature of Mac OS X and it, as the name suggests, enables you to log in

click on the + symbol and then **New Person**. Enter a user name, a password and verify that password.

Share that screen

Now, once you're on another Mac, open up a new *Finder* window. Under **Sharing** in the left-hand column you'll see the Mac by name – click once on the name and the option to **Share Screen** will show. Click on that button and the Mac will connect. If you have restricted connections to

"Screen Sharing is a built-in feature of Mac OS X and it, as the name suggests, enables you to log in to and share the screen of another Mac"

to and share the screen of another Mac. You can use the Mac as if it were right there in front of you.

For added security you have to set up your Mac to allow for **Screen Sharing**; don't worry though – it's incredibly simple to activate. Go to the Apple Menu > System Preferences... > Sharing.

Now click on the box next to **Screen Sharing** to put a tick in the box. On the right-hand side of that window you can choose to allow all users to access the machine or restrict it to specific accounts. If you want to create a new user, simply

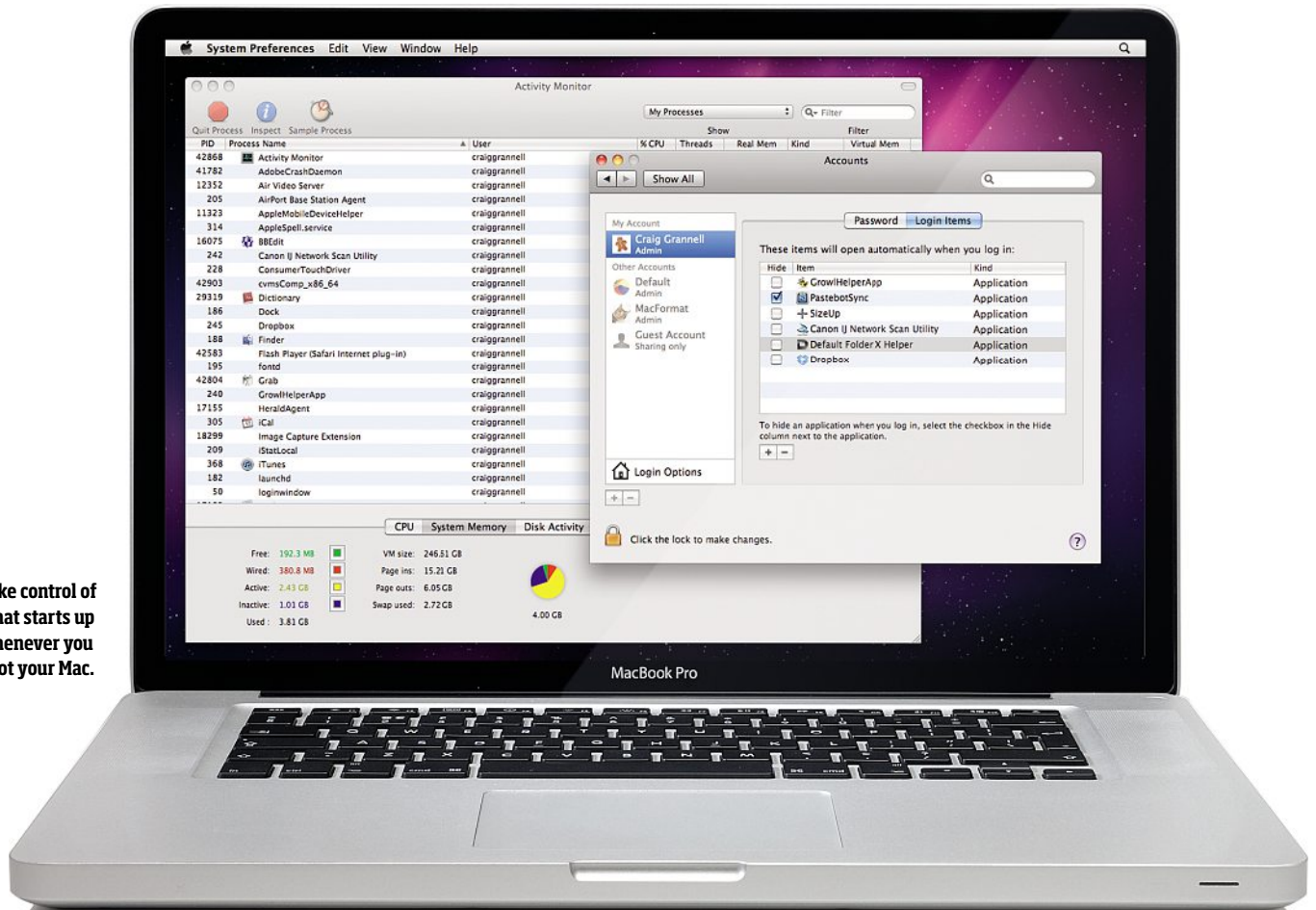
only authorised users then enter your username and password. Now you'll have a window onto your remote Mac and can operate it as if you were right there. If you have multiple screens you can choose to show just one or all of them in one window. If you have a MobileMe account you can use **Screen Sharing** remotely too.

So now when I leave the multiple Macs in my mancave switched on and they are keeping me awake at night, I simply flip open my MacBook and shut them down without leaving the comfort of my toasty bed. ●

Remotely using another Mac on your network is incredibly simple, even if it uses multiple screens.



Take control of what starts up whenever you boot your Mac.



Manage login items

Learn to control your Mac's login items and banish unruly background apps

»» KEY INFO



DIFFICULTY:
Beginner



TIME NEEDED:
10 minutes

WHAT YOU'LL NEED:

Mac OS X 10.6 (although tips work on other versions of OS X)

At the time of writing, the guys behind system notification software *Growl* are engaged in some damage control. They've not been doing anything wrong themselves (and *Growl* is, in our view, a great piece of software that we highly recommend), but their product is being installed by other third-party applications and launched at login – without users' consent (see <http://growl.info/thirdpartyinstallations.php> for more). However, what this story made us consider is how few Mac users seem to realise you can combat problems related to login items, hence this tutorial on managing them and quitting related background applications.

In the walkthrough, we explore the Login Items tab within Accounts in *System Preferences*, and *Activity Monitor*, found in */Applications/Utilities*. Although our tutorial is designed for Snow Leopard, most tips work fine on older versions of the operating system, although pane layout may differ from what's shown in our screen grabs.

Before you get started, here are some words of warning. It's vitally

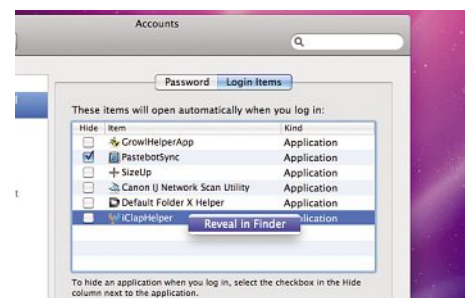
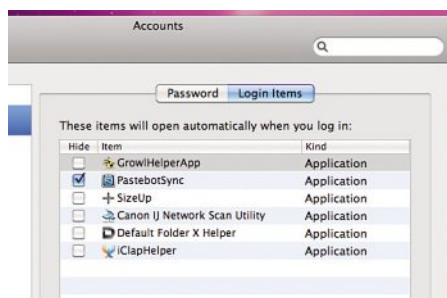
"Some apps re-add themselves to your login items when you run them, so check in-app preferences"

important that you only delete (from Login Items) or quit (using *Activity Monitor*) items you can identify. If you find a strange item, first search online to find out more about it – for example, printer and scanner drivers can have bizarre names, and they're best left alone.

Also, don't add too many login items, otherwise it can take a long time to boot. It's fine to load small add-on apps (such as *Dropbox*) in this manner, but launch weighty products such as *iTunes* as you need them. Finally, some apps re-add themselves to your login items when you run them, so check in-app preferences settings and check your login items now and again.

Craig Grannell

>> HOW TO / Manage login items and background applications



01 Open Accounts

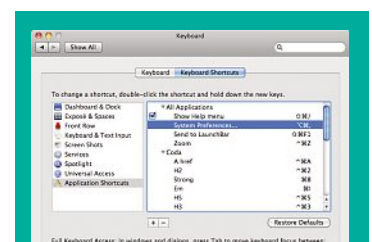
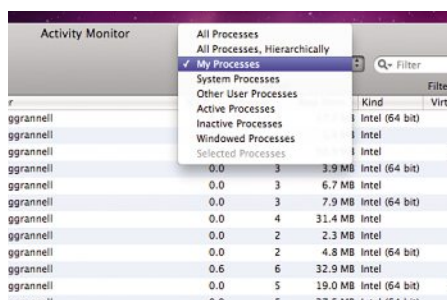
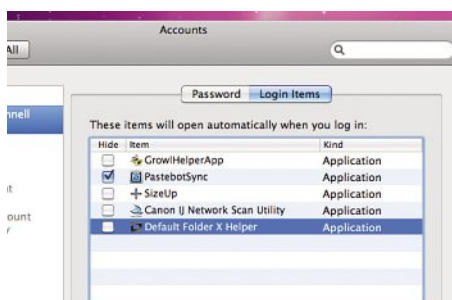
Select **System Preferences...** from the **Apple** menu to launch *System Preferences* (unless it's lurking in your Dock, in which case just click it). Select **Accounts** from the **System** group. This will automatically show the currently active account's preferences.

02 View Login Items

Select the **Login Items** tab and you'll see which items automatically launch when you login. It's likely that this list will be populated by things you want to have open when you start your Mac, but the odd sneaky entry may be there after installing trial software.

03 Reveal an item

If you're considering removing an item but want to know where it's located (in case you later want to reinstate it), select the item in the list, **ctrl**- or right-click and select **Reveal in Finder**. Note that the item might be part of an app package rather than a standalone app.



04 Remove an item

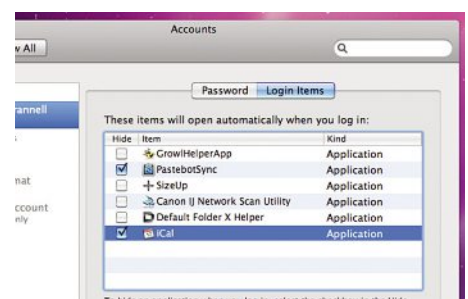
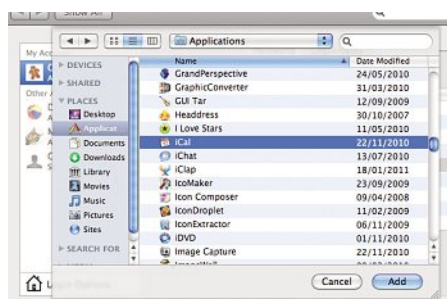
If you decide to remove an item, select it from the list and click the '-' button. The entry will disappear and it won't reappear the next time you restart. But if the item's already running, it won't quit - for running apps, you'll need to activate and quit them yourself.

05 Launch Activity Monitor

Most background apps can't be accessed and quit from the Dock. Some sit in the menu bar and can be quit from their menu (which may be accessible by clicking or **ctrl**-clicking the menu extra), whereas others may be invisible. To see what's running, open *Activity Monitor*.

>> QUICK TIP

If you like to tinker with *System Preferences*, defining a keyboard shortcut will speed up access to it. In **Keyboard > Keyboard Shortcuts**, select **Application Shortcuts** and under **All Applications**, add a shortcut for **System Preferences...** **⌘+⌘+⌘** is a good bet.



06 Quit a process

In the *Activity Monitor* window, select **My Processes** in the toolbar. You'll see your account's running applications and processes. To quit one, select it, click **Quit Process** then the **Quit** button. Be warned: don't quit anything you can't identify or you could crash your Mac.

07 Add a new login item

Back in the *Accounts* pane of *System Preferences*, you can add new items to the list. In each case, click + and use the dialog box to select the application you want to add. (Note that for background apps and utilities, you may need to use the product's preferences to add it.)

08 Hide launched items

If you want to launch a number of apps when you start your Mac, you probably only want a limited few to initially be visible. To automate this process, use the checkboxes in the **Login Items** tab - any checked items will auto-hide once they've been launched. ●



Liberate your desktop with a second screen and improve all-round navigation.

Add a second monitor

Super-size your work (or play) space with an additional desktop screen

» KEY INFO



DIFFICULTY:
Intermediate



TIME NEEDED:
45 minutes

WHAT YOU'LL NEED:
A second display, adapters

Whatever you use your Mac for, there's nothing quite as liberating as adding a second screen to it. Whether you're into high-end video editing or just enjoy browsing the web, listening to music and reading the news, additional space to spread all your windows over is great way to make your experience less cluttered. Here we'll show you how to connect a second display to your Mac (although some much older models may not be able to handle two).

First, look at the ports on your Mac to find out what it's got. New models all have the Mini DisplayPort, and some also have an HDMI or DVI output. Older systems may have mini-DVI, mini-VGA, VGA or ADC. The symbol used for each type doesn't vary between the different ports, so

simply look at the connector itself. Don't be overwhelmed by all the possibilities – the photograph opposite will help you identify what connectors your Mac has.

Next, it's time to pick a monitor. If your pockets are deep enough, Apple's Cinema Display 27-inch is a stunning addition to your desk (see our review in MF229) and it connects directly to a Mini DisplayPort. But there are plenty of good displays available for much less. Before you rush out and buy a monitor, you also

"Whatever you use your Mac for, there's nothing quite as liberating as adding a second screen to it"

need to check if your Mac's display output can handle the second screen's resolution (the number of horizontal pixels by the number of vertical), especially if you've got an older Mac. Find your machine on <http://support.apple.com/specs> to see what the maximum is – if you've got a reasonably recent Mac, you'll almost certainly be fine.

Most displays have DVI and/or VGA connectors. If your Mac doesn't have one of these, you'll need an appropriate adapter. Apple sells a variety, so it's important you choose the right one for your Mac and the monitor you've bought. It's also worth having a look on eBay, where you can get third-party adapters for much lower prices, but the old cliché still applies: you get what you pay for. **Laurence Cable**



Use a 27-inch iMac as an external screen

The little-known second use for a big-screen iMac

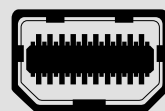
Perhaps you own a 27-inch iMac (late 2009 or newer), but did you know you can use it as an external screen for another computer? To do this from another Mac with a Mini DisplayPort, plug a male-to-male Mini DisplayPort cable (see <http://bit.ly/displaycable>) between the two machines while they're

switched on, and the iMac will go into what's called Target Display Mode. For more details, see <http://bit.ly/targetdisplaymode>.

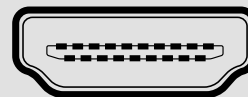
You're not limited to plugging in other Macs either. With an adapter such as the Kanex XD, you can plug in HDMI devices – such as your Blu-ray player or games console – and watch films on it.

>> PORTS / Get the right AV connections

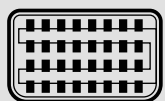
Don't be scared by all the DVI variants. Look at the holes in the socket on your Mac or the adapter to determine what sort of cable you can plug into it. For example, Apple's Mini DisplayPort-to-DVI adapter has a DVI-D socket on it, so you won't be able to plug a DVI-I cable into it.



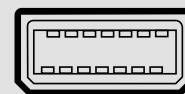
Mini DisplayPort



HDMI



mini-DVI



mini-VGA



DVI-I Single link



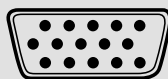
DVI-D Dual Link



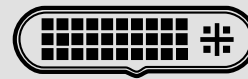
DVI-D Single Link
(without analogue)



DVI-I Dual link
(with analogue)

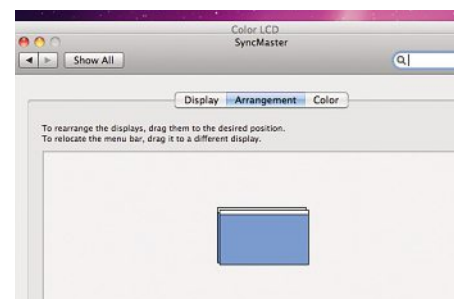
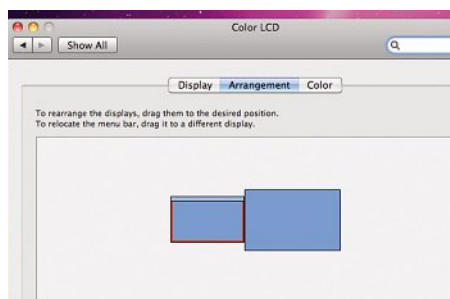


VGA



Apple Display Connector

>> HOW TO / Set up your second display in OS X



01 Connect your monitor

Remember to position the new display correctly on your desk. The top of the screen should be just below eye level as you sit in front of it. Connect it to your Mac and switch both on. The second screen will show a blank desktop. Open the **Apple menu** and click **System Preferences**.

02 Configure it

Click **Displays** and a settings window will open on both screens. In the one on your Mac, click **Arrangement**. Click each blue square and you'll see a red frame appear round the screen it represents. Drag the blue areas to control screen positions relative to one another.

03 Mirroring

Towards the bottom of the window is a **Mirror Displays** option. Ticking this makes your second screen show the same as your Mac's main display. This is the setting to use if you're connecting a projector for a presentation and want to see what the viewers see on screen. ●

Turn your idea into a game!

Think you've got an idea for the next Angry Birds inside you? We've teamed up with Neon Play to help turn your dreams into reality...

Turning even simple ideas into great apps is hard work, and almost impossible if you don't possess the necessary programming chops. So, what if you've got a great idea for an iPhone game but no way to turn that idea into reality? To help you out, we've teamed up with Neon Play to offer you this great competition. One lucky *MacFormat* or *Tap!* reader can have their idea turned into a real iPhone game, which will be made by Neon Play and submitted to the App Store for approval by Apple.

As the designer of iPhone classics *Paper Glider* and *Flick Football* (the second best-selling iPad app of 2010), UK-based developer Neon Play (www.neonplay.com) knows a thing or two about making addictive and compelling iPhone games. Its bustling office, located in the beautiful market town of Cirencester, hosts a team of creative minds dedicated to making the sort of games you just can't put down. All

revenue generated by the app will be split 75/25 between Neon Play and the lucky winner. And of course, you'll have the never-ending pleasure of playing your app on your iPhone once it's been released!

How to enter

All you need to do to enter is jot your idea down in the form on the opposite page, together with a rough sketch of what the screens will look like, and post it to Neon Play by 11 May. Then the *MacFormat*, *Tap!* and Neon Play judging panel will meet to pick a winner. We're looking for originality here, so don't simply describe an existing game on the App Store. You don't need to be a great artist either – a simple rough sketch of how you imagine the screens will look will do. When you're done, post your entry to Neon Play and keep your fingers crossed. We'll reveal in a future issue of *MacFormat* who won the contest and tell you all about it. Good luck!



» NEON PLAY / Meet the iPhone games experts



Specialising in casual games, Neon Play launched its first iPhone app back in June 2010, and haven't stopped since. Now, over eight million downloads later, it has a stable of titles that includes *Flick Football*, *Paper Glider*, *Talking Baby* and *Golf Putt Pro*. It just so happens that the 10 billionth app downloaded from the App Store was Neon Play's *Paper Glider*. Result!

The team hard at work, making apps in the Neon Play office. Could they be working on your app idea next?



Paper Glider - how far can you make your paper aeroplane fly? Alternatively, give Flick Football a try.





Design your game

Get ready to jot down your idea and sketch your iPhone screens!



Design your
app with these
full size iPhone
templates!

Made a
mistake or need
more space?

Don't worry, a PDF of
this form (with more iPhone
screens on) is available to
download from
<http://bit.ly/hU7Y1S>



>> ENTER HERE / Tell us about your game idea

Main idea:

Visual style:

Why this is a great game:

Don't forget to include your name, address and email address in a covering letter so we can contact you!

Terms and conditions: Entry to the competition is by post only to, Neon Play, 31a Castle Street, Cirencester, GLOS, GL7 1QD. By sending your entry you agree to the competition rules, which you'll find in full at <http://bit.ly/hU7Y1S>. Closing date for the competition is 11 May 2011. The judges' decision is final.

Words: Christopher Phin Photography: Gavin Roberts

SECRETS OF YOUR KEYBOARD

We rarely think about our keyboards when we're working on our Macs. Here we show you why it's worth knowing your buttons

For many of us, the thing we actually physically interact with most on our Macs is the keyboard – that collection of 26 letters, a bunch of symbols and a space bar. And do we ever stop to think about it? Well, no, and frankly that's the perfectly natural relationship to have with it. It's a board of keys – what more is there than that? You thump them, words happen, your work gets done.

But your humble keyboard actually has a few little secrets. In this feature we'll share some surprising keyboard lore, tell the stories behind some of the symbols you type every day, and give you practical advice about how to better use your keyboard to navigate around the stuff you write. It'll save you hours. There's even a handy cut-out-and-keep guide to how you can type special characters on your keyboard. If you don't want to cut up your copy of *MacFormat* – and who could blame you? – you

can download this reference guide. Just head over to <http://bit.ly/macchars> and print one off.

Read the next few pages, and the next time you sit at your Mac to bash out a tweet or lovingly craft a poem, you'll better appreciate the long history of – and know just that little bit more about using – the button beneath your fingers. ➤





10 TYPOGRAPHIC MISTAKES EVERYONE MAKES

We're not saying you should care, or that following typographic conventions is mandatory in all contexts, but just as there's a right way and a wrong way to spell, there are rules to type - and we often break them without realising...

01 "What's wrong with this?"

The quote marks and apostrophe here are vertical lines ('dumb quotes'), and not the proper '66' and '99' marks that should be used for speech.

GET IT RIGHT Just type **⌘+⌑+⌐** and **⌘+⌑+⌐** for single quotes or **⌘+⌑+⌐** and **⌘+⌑+⌐** for double ones.

02 Brand-new features in '11!

You might think the quotes thing is irrelevant now that we have word processors that do smart quotes for us, but many get it wrong when we use them to abbreviate dates, as above, or write salt 'n vinegar.

GET IT RIGHT Type the correct 'symbol manually by tapping **⌘+⌑+⌐**.

03 I am nearly 5' 10" tall

We now know 'dumb quotes' aren't correct for speech, but do they represent feet and inches? No. Those should be prime symbols: '5' 10' tall'.

GET IT RIGHT Load the Character Palette (see p78) and search for double and single primes.

04 9.56" x 7.47" x 0.5"

This is one we're also guilty of. Instead of using a lower-case x to denote dimensions, you actually need to break open the Character Palette and use the multiplication sign to type 9.56' x 7.47' x 0.5'.

GET IT RIGHT Search for 'multiplication sign' in the Character Palette (see p78).

05 Laptops use 2 1/2" hard disks

You should set the 'half' fraction with a horizontal bar called a vinculum, but that's a step too far for most outside a formal maths context and there's no shortcut for it on a Mac anyway. Instead, use the characters for common fractions, such as ½, ¼ and so on.

GET IT RIGHT Search for 'fraction' in the Character Palette (see p78).

06 Steve lives at #2101

is so often used to represent 'number' in US English that the British № is falling out of use. But it's valid, and is useful if you want to refer to something in Twitter without making it a hashtag.

GET IT RIGHT Look for 'numero sign' in the Character Palette (see p78).

07 An iPad costs £351.20

This one really is for the nitpicky purists among you, but the decimal point (which you can see rendered above with a regular full stop) should actually be an interpunct (or interpoint) when you are setting sterling prices; £351.20 is the correct way to do it.

GET IT RIGHT To get your prices spot on just type **⌘+⌑+9**.

08 It has a 178° viewing angle

This is a really subtle one, but you actually want 178° and not 178°.

GET IT RIGHT Use **⌘+⌑+8** (think of it like an alternative to the **⌘+8** bullet •) rather than the **⌘+0** that gives you the ordinal.

09 Many people - most, perhaps - use hyphens incorrectly

A hyphen should be used for linking words such as 'built-in'. Other grammatical uses need an en dash - as here, for example - or when setting a time such as 1-2.

GET IT RIGHT The hyphen (⌘) is to the right of **0**, the en dash is **⌘+⌐**.

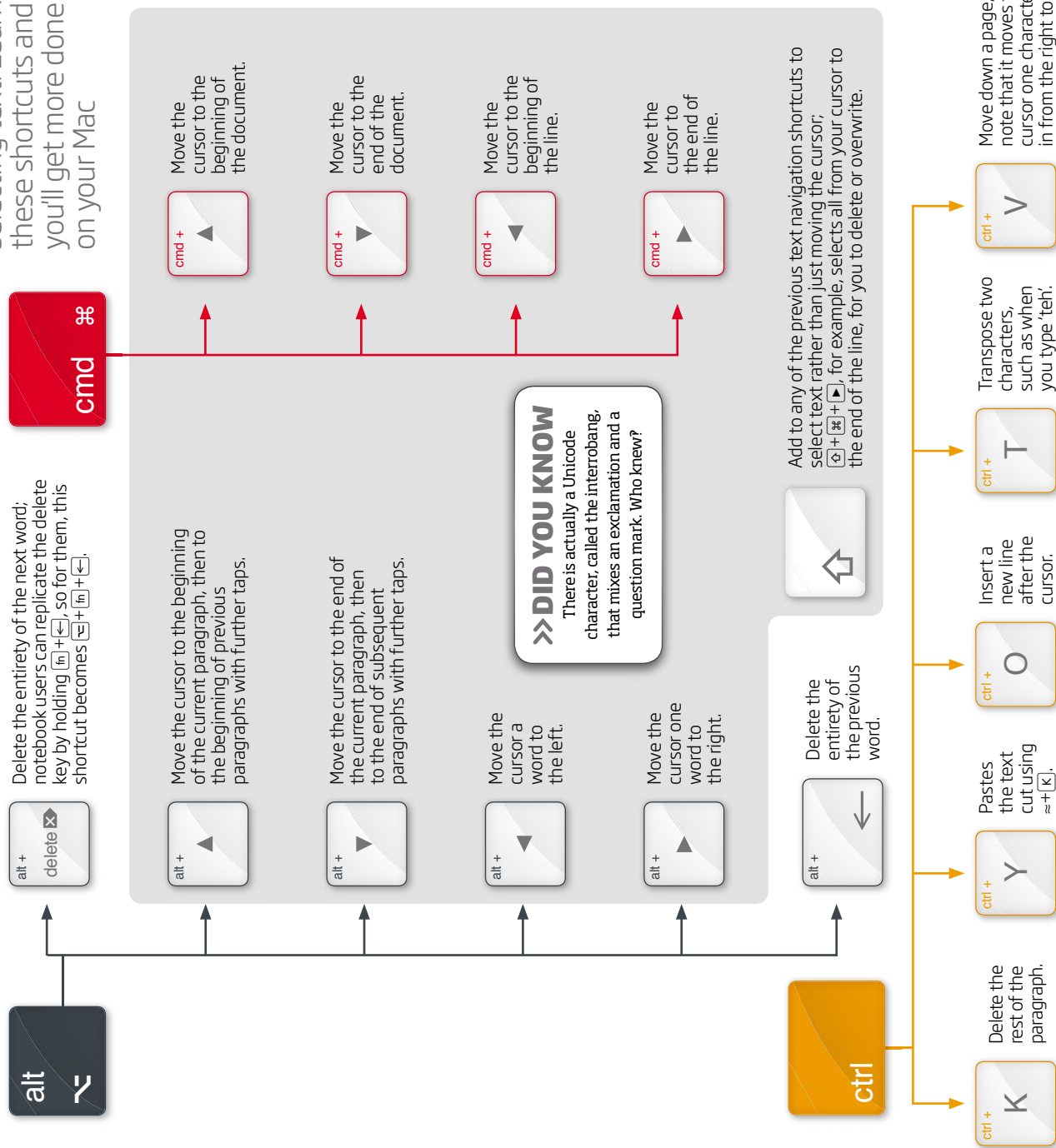
10 Nobody really cares about this stuff much anyway...

You're probably right, but, regardless, to write a proper three-dot ellipsis, use the ellipsis character rather than just typing three full stops. (Plus, it saves two characters in a tweet!)

GET IT RIGHT Use **⌘+⌐** to get a proper ellipsis...

NAVIGATING TEXT

We usually take our hand off the keyboard to use the mouse for selecting text. Learn these shortcuts and you'll get more done on your Mac



A HISTORY OF THE KEYBOARD

Take a look at your Mac's keyboard and you'll notice the letters are strewn about apparently at random.

Of course, they're not, and you may know that the 'QWERTY' layout was designed to help minimise clashing levers in early versions of the typewriter.

Many international keyboards rearrange the letters and punctuation on a keyboard, but there are even more radical standards, of which the most famous is Dvorak. Its middle row spells 'AOEUIDHTNS'. Proponents claim a faster typing speed, but, though it's supported on the Mac, circumstances conspired against its widespread adoption.

Some even more exotic options have flourished briefly, and our favourite is the 'chorded' design, where you type combinations of keys to produce characters. While it sounds archaic – indeed, one of the most visible commercial adoptions of a chorded keyboard was the 1980s Microwriter device – it's still the basis of the stenotypes used by many court reporters today. It's a nice nod back, however, to the earliest keyboards, which were little more than piano keyboards repurposed for typing.

KEYBOARD TIPS

TYPING OTHER CHARACTERS

When normal characters don't get the message across, turn to a whole array of other exciting characters

Don't feel you have to stick to the symbols you can see on your Mac's keyboard; by using the $\square$ and $\square$ modifier keys, there are many more you can enter easily. Here you'll find a guide to some of the symbols on a British keyboard layout – however, note, that other layouts will vary slightly.

To type the symbols shown, hold the modifier key of the same colour (for the purple symbols, hold both); for diacritical marks such as in 'café', you have to type the accent first, then the letter – upper or

lower case – you want it to appear on; 'é', therefore, is $\square$ + $\square$, then $\square$.

Alternatively, for access to even more symbols, either invest in a utility such as *PopChar* (www.ergonis.com) or use the

Character Palette in Mac OS X.

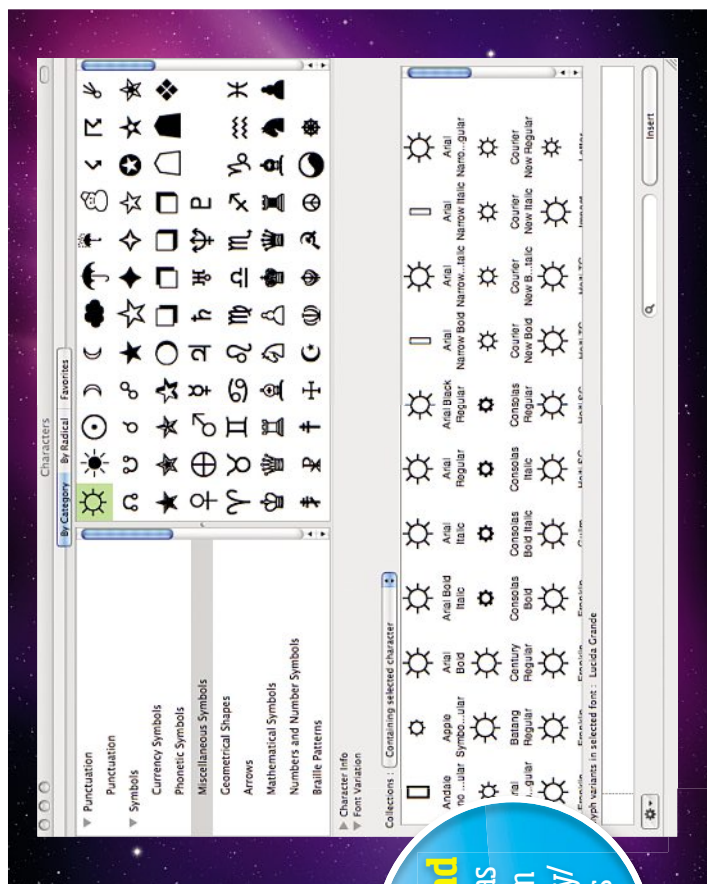
To access this, tap $\square$ + $\square$ + $\square$ in most apps, or add it to your

menubar in System Preferences >

Language & Text > Input Sources. You

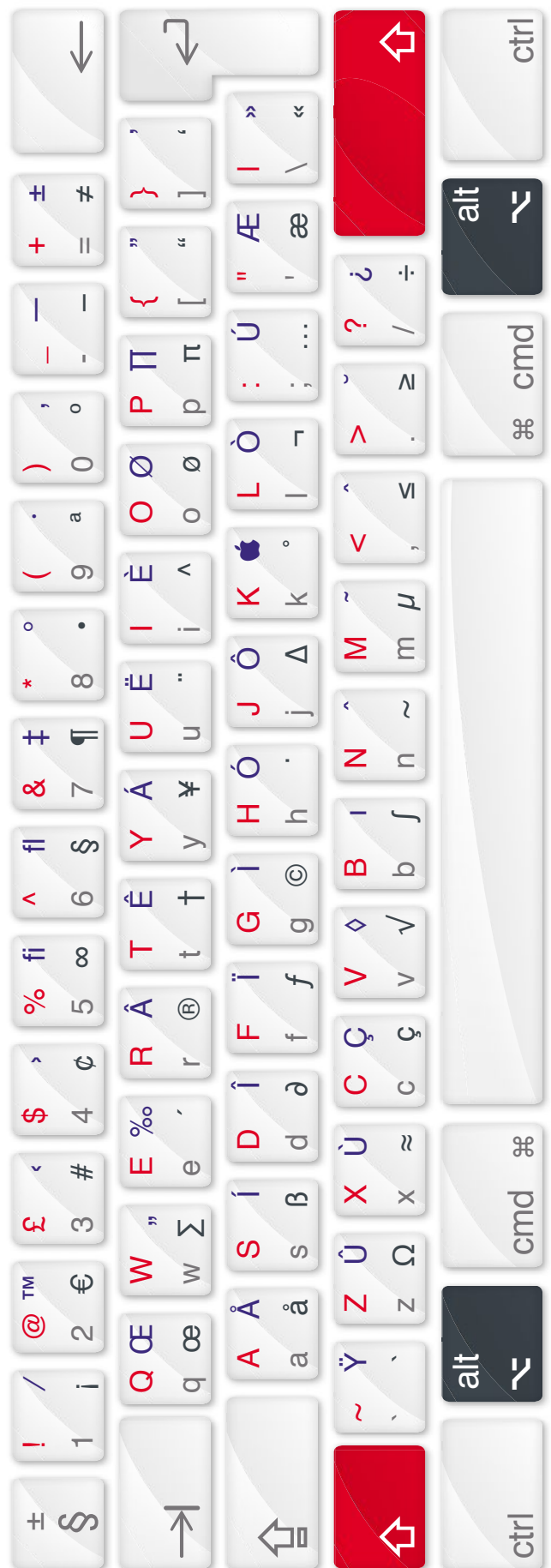
can add symbols you use frequently to a

Favorites tab for easy retrieval.



Download
this page as
a PDF from
<http://bit.ly/macchars>

The Character Palette, found in most OS X applications, makes it easier to add unusual characters.



BEHIND THE SYMBOLS

Little monkey tail? Small duck? Miukumauku? Nobody knows what to call the 'at sign' – but at least it comes with an interesting story and so do a few other characters, as we find out...

Most of us don't think particularly deeply about the symbols we find scattered around the alphabetical keys on our keyboards. But you might be keen to learn that many of the characters have an interesting history. Many too are weird relics of old, even ancient, technologies that still hang around even on Apple's quietly revolutionary iOS devices. Here, then, is a potted history of a few of the symbols many of us use every day – and, if you get a thirst for more knowledge, there's plenty more to discover, too.

Asterisk



Yes, it's actually 'asterisk' and not 'Asterix', which is Goscinny and Uderzo's feisty Gallic warrior. Originally used on family trees to indicate dates of birth, its name, unsurprisingly, comes from the Latin for star, *astrum*. The asterisk's appearance varies from font to font. Interestingly, there is a separate character in the Unicode character table for an 'Arabic star', designed specifically not to have the six arms that an asterisk originally had, and thus reduce associations with the Star of David.

Command



Mac owners have come to know and love this peculiar squiggly symbol as their machine's primary modifier key. It came into existence because Steve Jobs took exception, with the original Macintosh, to the Apple symbol appearing too frequently in the shortcut menus of the operating system. The symbol chosen to replace it was picked at random by Susan Kare from an international

symbol dictionary: it was originally used in Sweden to represent an interesting feature or attraction in a campground.

At



We're not sure where the symbol actually came from, but it is now ubiquitous. By our reckoning, the most plausible explanation was that it was a corruption of the French *à*, used to donate a quantity/price listing – such as '3 dozen apples à 20p each' – and the symbol evolved from the laziness of writers not lifting their pen properly between the tail of the *a* and the grave accent.

Its usage in computing began in 1971, when Ray Tomlinson used it in early email addresses; it was picked not just because you can think of a user being at a particular

computer – andrea@thismac, tom@thismac etc – but because it was so rarely used outside commerce that it could safely be co-opted.

Though to us, it's just 'at', the Dutch have it as 'little monkey tail', the Finns call it

'*miukumauku*' – onomatopoeia for meow meow, as they think it looks like a cat and its tail – and to the Greeks, it's 'small duck'. And to Italians, it's a snail – a little confusing to us, perhaps, given that we refer to email's real-world ancestor as snail mail.

Dagger



These days, we use the dagger to indicate a footnote after we've already used an asterisk, but it was originally used in liturgical books of the Roman Catholic church to mark particular points in the chanting of Psalm verses.

>> DID YOU KNOW
If text is selected, you don't have to tap before writing something to replace it: just start typing.



As you tap away there's a story behind every symbol...

Ampersand



The ampersand's meaning is actually very easy to trace: it's a corruption of the word 'et', the Latin for, you guessed it 'and'.

Pound



What's the difference between £ and €? Technically, the first is the symbol for the British currency – it comes from the Latin *libra*, the basic Roman unit of weight – while the second, which of course is rarely used these days, is actually a distinct character used for the old Italian lira. Most major currency signs are derived from a normal character struck through with two lines, but these days many have simplified to one. One of the world's newest currencies, however, is still rendered with two: €.

Q&A

● HINTS & TIPS ● TROUBLESHOOTING ● EXPERT ADVICE ● ESSENTIAL INFO

>> MEET YOUR Q&A EXPERT

Whatever your Mac-related problem, from misbehaving MacBooks to withering Wi-Fi, Luis Villazon can help.



>> ASK LUIS A QUESTION



Got a problem with your Mac? Then why not send your queries to Luis at macformat.help@futurenet.com and see if he can help.

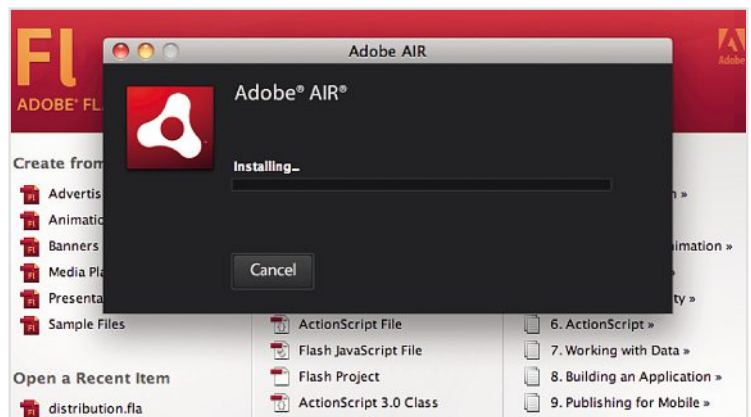
"Does an Apple Remote need an infrared receiver?"

Q I've had an iMac for some years and really enjoy the functionality of the Apple remote that came with it. Last year I convinced a friend to leave his PC past behind him and go for a MacBook. For Christmas I bought him an Apple Remote, which he was very excited about. But then he tried to pair it with his MacBook and after several failed attempts found out that the latest MacBook doesn't have an infrared receiver. I have looked for a workaround but can't come up with a good solution. I know that people can use their iPhones but I want this remote to work as it suits him better during professional presentations.

Gersom Engels

A There isn't a Bluetooth version of the Apple Remote yet, though if Apple is phasing out support for IR devices, I don't suppose it will be too long before one is released. However, you can use an external IR receiver for the MacBook. The Manta TR1 (www.twistedmelon.com), for example, is designed

An external IR transceiver lets you use the Apple remote on any Mac.



Don't be fooled by the static progress bar - Adobe AIR is actually working furiously.

specifically to allow the Apple Remote to work on non-IR Macs. Unfortunately it's only available from the US and with the required driver software and shipping costs, you'll need to find another \$40 (about £25) to get your friend's Christmas present working.

"I need help for my help files in Adobe Flash Pro!"

Q I seem to have lost my help files for Adobe Flash Pro CS5. Within the last few months, each time I use the Flash help files I get a message telling me updates to the help files are available. But when I click 'yes', it tries to update the Adobe Air application and then says it can't complete the update.

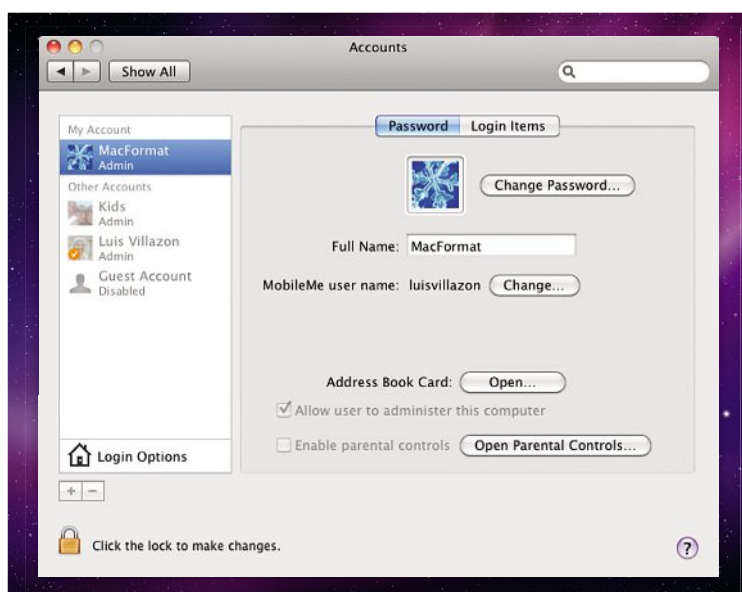
I thought it would help if I updated Adobe Air outside of Flash and installed Adobe Air 2.5. Now when I try to use the help files in Flash (or any other CS5 product) I just get an Adobe Air loader, which then hangs. I have re-installed Flash to no avail and when I go to

uninstall Adobe Air, it keeps warning me that other applications are using it so I'm not sure whether to remove it or not.

Les Norman

A There was a pie chart a while back on <http://graphjam.com> that had 'time spent using Adobe products' as a tiny sliver and 'time spent updating Adobe products' as all the rest. When applications nag you about available updates it's very hard to ignore, but I generally find that the update hardly ever improves anything tangible to me. And of course, there's always the risk that the update breaks something else, which is what seems to have happened to you.

If you have Time Machine running, the simplest thing to do is drag every folder and application with 'Adobe' in the name, from the Applications folder to the Trash. Then reboot and use Time Machine to restore them from several months ago. You'll get nagged to install the help update again but hopefully this time they will install correctly. If you



Trying your problem on a different user account is a good way to rule out preference files.

aren't using *Time Machine*, you'll have to delete as above and then install it fresh from the discs or download it from the net.

And if your help update appears to have hung, try leaving it for a really long time, just to be sure. Adobe help files download and then decompress. The download stage shows a progress bar but the decompression stage doesn't, so it can look as if it has hung, when it's just being slow.

"Has my iSight already given up the ghost?"

Q Suddenly the iSight camera on my Mac has stopped working. The red light never comes on when it should and all I get with iChat, Photobooth and FaceTime is a black window. Skype's video option has since been greyed out. I have had the error message 'camera is in use by another application' when nothing is running, even when I've just switched it on. An internet search suggests the problem may lie with QuickTime, but I've no idea what to do about it.

Peter Gutteridge

A It is possible for iSight cameras to fail spontaneously at the basic hardware level, but it's very rare. What's much more likely is that this is a firmware problem. Start by checking that the issue isn't restricted to just

your account. Log in to another account (create a new one, if necessary) and if the camera works there, then the fault probably lies with preference files, which you can delete one at a time until you find the right one. Or else just copy your documents across to the new account and then migrate to that.

If the iSight camera is broken on all user accounts, then try resetting the PRAM. You can do this by rebooting your Mac and holding down $\text{⌘} + \text{⌥} + \text{P} + \text{R}$ before the chime plays. Hold them down until the chime plays at least twice then let go and let your Mac restart. If that doesn't help, you'll need to reset the SMC. This stands for System Management Controller and it's common to all Intel Macs. The exact procedure for resetting varies from Mac to Mac but just remember that for most desktops, you need to shut down and remove the power cord completely, then hold the power button in for five seconds before reconnecting the power and booting back up again. If you have a Mac with a non-removable battery, you'll need to plug in the mains adapter and start up by pressing $\text{⌘} + \text{⌥} + \text{⌵}$ + the power button all at the same time (whoever thinks up these things?).

If none of these arcane manipulations have helped you, then your particular problem is one of the rare ones and you'll need to get the hardware looked at by an authorised service centre.



Death of the hard disk

Bill Gallop



When you're in the market for a new hard drive you want to make sure that you purchase something that's pretty reliable. But what does 'reliable' actually mean? I had a quick look at the reliability rates published by hard drive manufacturers and things look quite promising. Seagate's Barracuda 500GB SATA drive is listed as having an annual failure rate of just 0.34%; Western Digital's 2TB RE4-GP drive has a Mean Time Between Failure (MTBF) of 1.2 million hours and Hitachi's 3TB Ultrastar 7K3000 pushes its MTBF up to 2 million hours. All of that sounds pretty good - 1.2 million hours between failures means that you'll likely get more than 130 years' use out of the drive before it packs up!

That's the problem with statistics - they're pretty meaningless unless you understand them. In all cases, whether it's an annual failure rate or MTBF, the manufacturers are quoting the performance of a typical drive. Some will perform better and some will perform worse and they - and by extension, you - have no way of telling which drive is which. By all means take quoted statistics as a guide, but there's one stat that doesn't get quoted: all drives will fail eventually. It may happen

"When you're in the market for a new hard drive you want to make sure that you purchase something that's reliable"

tomorrow or it may happen in 30 years but for every drive ever made the failure rate is 100% and if you assume anything else you will be setting yourself up for a fall.

As such, we ought to act accordingly. I've said it before and I will continue saying it until everybody gets it. Back up, back up and back up again.

Backup 1 - make an image of your system regularly. If your boot drive fails or you install a software update that causes havoc, you can quickly get up and running again on another drive. Store them off-site in case you have (heaven forbid) a fire.

Backup 2 - use backup software. *Time Machine* will do, to make daily, or even hourly, backups of changing data. You don't need to back up everything as your apps and OS will be covered by your image(s), but make sure you include what's important to you - photos, email, finances.

Backup 3 - same as Backup 2 but off-site. Use Dropbox, CrashPlan, Carbonite or one of a number of alternatives, and you may need to restrict yourself to the stuff that you absolutely cannot afford to lose. But back up you must!

Bill is Mac Solutions Consultant for Equanet (www.equanet.co.uk). Each month he will share his knowledge with you, from upgrading your operating system to the advantages of RAW files.

>> QUICK TIP

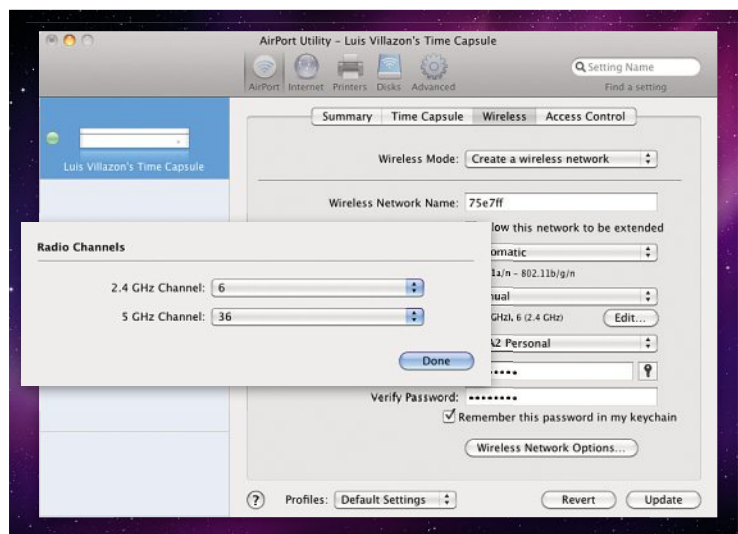
If you run a Spotlight search from the menu bar, you can just hit  to open the 'Top Hit' search item. This lets you search and open without using the mouse at all.

"Mini-mal wireless range gets annoying"

Q I have a brand-new Mac mini 2.53GHz and I'm having terrible problems with AirPort. The signal strength is constantly going up and down and often disconnecting totally. I know it's something to do with my Mac mini. I have a MacBook and a PC next to it, and their signal strength stays on a solid four to five bars and never loses connection. Does the mini just have an inferior AirPort? This is the second Mac mini I have had with the same problem.

Louis Roldan

A The mini does seem to be more sensitive to poor Wi-Fi reception. There are hundreds of forum threads full of people twiddling this or tweaking that until the problem seems to get better and then immediately declaring victory. Since this is a very unreliable way to troubleshoot intermittent errors I can't be sure how effective these fixes really are. But my best guess, based on some limited experiments of my own, is that the mini may be more vulnerable to cross-talk from nearby Wi-Fi channels, than other wireless devices. If you can see lots of other networks in the list when you right-click the AirPort icon on the menu bar, you may have a neighbour in range, using a channel number close to



Many home broadband/Wi-Fi routers default to channel 11, which can result in interference.

yours. Depending on the traffic from his network, the interference on yours will vary. AirPort should look for a clear channel but you can manually set a different channel using the *AirPort Utility* in Applications, or using the configuration web page served by your broadband router if you aren't using an Apple device to provide your Wi-Fi network. Try to maintain an empty channel on either side of yours because you can get cross-talk interference up to two channels away.

"Shortcut-saving to PDF format from Safari"

Q I need to save quite a substantial number of web

pages in PDF format while using *Safari*. The usual drill is ++ and then choosing 'Save as PDF' from the 'Save As' option, but is there any way to print directly to PDF within *Safari*, skipping the whole 'Save as PDF' saga.

While it may only take a few extra seconds individually, multiply that by a few hundred times and you are looking at quite a substantial time-saving!

Paul Pregnotato

A You can't do it with the Save as PDF feature because this is a service launched from the Print dialog, rather than a printer itself. What you need to do is add a dummy printer driver that pipes your print job

>> MACFIXIT TIPS / Change click-renaming speed in the Finder

If you want to rename a file in OS X, you can select it and then do one of several things. The first is to press the  key and the name will be highlighted for editing, or you can get info on the file and rename it using the **Info** window. A commonly used alternative to these is to click the name of the highlighted file with the mouse - the file's name will be highlighted for editing.

While we have found using the  key is the fastest way to switch between selected and renaming mode for an item in the

Finder, there are times when using the mouse to enter rename mode can be convenient as well. But some people may find when clicking the name that it takes a longer than desired for the renaming mode to activate.

This issue can be fixed by adjusting the double-click settings for the mouse (or trackpad). The time it takes from clicking the name of an item to when the name gets highlighted is directly proportional to the double-click delay in OS X. If the delay is set to be long, then it will

take longer from when the file is clicked for it to go into rename mode. If you set the double-click speed to be short, then the delay will be shorter.

As a frame of reference, if you set the double-click speed to be the fastest, then when you click a selected file to rename it the renaming mode will activate almost instantaneously. However, if set at its slowest, then it will take around five seconds for the rename mode to activate.

In addition to long delays, a slow double-click setting may also

lead to inadvertent opening of a file when you're trying to rename it with the mouse. Therefore, when setting the double-click speed, set it to the fastest setting (the one with the shortest delay) and then use your system as normal. If you're finding it hard to open files when double-clicking, lower the setting one notch. Keep doing this until you're happy.

 **MacFixIt**
Troubleshooting Solutions for the Macintosh
Tips supplied by MacFixIt.com

through the PDF converter. See the step-by-step guide over the page for how to do this.

There is also a 'Convert to PDF' script in /Library/Scripts/Printing Scripts. If you save this as a droplet, you can drag files from *Finder* or the desktop and drop them onto the droplet to convert them that way.

"Boot Camp with Microsoft Windows 64-bit"

Q Due to considerations at work, I have more or less been 'forced' to acquire Microsoft Windows 7 and Office 2010 for Windows with the intention of installing it on my Mac using Boot Camp. I purchased the licence for an English copy of Windows 7 Home Premium (full 64-bit version, since I have never owned any version of Windows before) for about £100.

After downloading the software in disk image (ISO) format and burning the disk image to a DVD, I started up *Boot Camp Assistant* on my MacBook Pro 13-inch (recent version, built in 2010). I installed a partition of 50GB, and went through a quite lengthy process with several reboots. After finishing this installation, I also finished the various (61) Windows updates that were suggested by the operating system. Then, following the suggestions in the user instructions on the Apple website, I inserted the Snow Leopard installation DVD I purchased earlier this year and tried to execute the setup.exe file when prompted by Windows 7.

I received a message that 'Boot Camp x64 is not supported on this computer model'. When I tried to run the various Boot Camp updaters (I currently have 3.0.2 installed according to the version info in *Boot Camp Assistant*), I got the message that the updaters could not be executed because Boot Camp 3.0 was not installed.

Philip Planchenault, Belgium

A The 2009 vintage, 13-inch MacBook Pro is on Apple's list of machines that support Windows 7 64-bit, so this is officially weird. But

» MACFIXIT TIPS / Mac App Store apps you already own

When you have applications installed that are available in the new Mac App Store, the store should show the app as being installed instead of having an option to purchase it. Despite this behaviour, some people have found that app they either have previously installed or have downloaded from the App Store are not registering with the store and have a Buy option next to them instead of an Installed status.

One reason for this might be if you have moved the apps from their default install location. Try moving them back to the **Applications** folder to see if they are properly recognised.

It may be that the App Store isn't able to fully access the installed application packages,

since some people with this problem have found that changing the ownership and permissions of the applications has fixed the problem. Go to the application in question, select it, and **Get Info** on it (⌘-I). In the information window, look at the permissions and be sure they are similar to the following:

1. Ensure the first entry (the 'owner') is set to either **System** or an administrator username, and has read and write access.
2. Ensure the second entry (the 'group') is set to **admin** or 'wheel' and also has read and write permissions.

With these permissions set, from the gear menu select **Apply to enclosed items**, and try checking the program again in the App Store. If it still does

not work then go back to the information window and set the **Everyone** group to both **Read and Write** from the default **Read Only** permissions, and again apply the permissions to the enclosed items for the app.

If the store recognises the apps, you might want to revert permissions for the **Everyone** group back to **Read Only** if your system has managed (non-administrative) accounts on it that are used by others. If you're the only user, then this setting won't matter unless you have your **Applications** folder shared on the network.



we may be able to get around the problem. There's a semi-hack that I've seen reported that enables even machines that *don't* support Windows 7 64-bit to install the drivers. Let's try that on your MacBook Pro. Boot to Windows 7 and put the Snow Leopard disc in the drive. Browse the disc in *Windows Explorer* and in *Boot Camp/Drivers/Apple*, there should be a file called *BootCamp64.msi*. Right-click it and select *Troubleshoot compatibility*. This will launch a wizard, which should take a few seconds to wave its wand before telling you 'Settings applied: Windows compatibility mode: Skip Version Check'. Now click the *Start the program...* button on the wizard and the drivers should install correctly. After a reboot or two you'll be able to update Boot Camp to 3.1 and Windows 7 should be correctly installed.

"Magic Mouse refuses to work at login"

Q I use a Magic Mouse with my iMac and I'm having trouble with it. When I start up my iMac the mouse isn't picked up by

Bluetooth, so I have to start manually by using another mouse. Is there something that I need to do to let the Bluetooth connect to my mouse automatically?

David Thayer

A Try re-pairing the Bluetooth connection for the mouse like this: shut down your Mac completely and unplug any USB mice from the connections. Now turn off the Magic Mouse, with the switch on the underside. Reboot your Mac like this and wait until you see the message pop up on the screen stating that it's looking for a mouse.

Now turn the Magic Mouse back on and it should connect automatically. Once you've done this, the link should be restored and you'll be able to use the mouse correctly at the log-in screen. If it still doesn't work, then trash the Bluetooth preferences file and repeat this procedure. »

» QUICK TIP

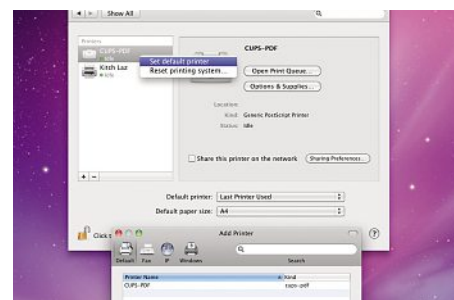


If you **⌘**-click a word in an email, web-page or text document, you can choose **Look Up** from the context menu to check the definition of the word in the *Dictionary* app.

The Magic Mouse does have switches, they are just hidden away.



» HOW TO / Print to PDF files



01 The slow way

At the bottom of the **Print** dialog is a button marked **PDF**. Click this, and the first item on the drop-down list lets you save your output to a PDF file instead of printing it. But this requires three extra clicks each time. There's no way to set it as the default 'printer'.

02 The alternative

CUPS-PDF is an open source project that installs a PDF converter as a dummy printer for OS X. You can download it from <https://bitbucket.org/codepoet/cups-pdf-for-mac-os-x>. Simply double-click the MPKG file to install it.

03 Make it your default

In the **Print & Fax** preference pane, click the **+** icon and in the **Default** section of the **Add Printer** dialog, you should see 'CUPS-PDF' listed. Once it has been added, right-click it in the list on the preference pane to set it as the default printer. ●

» QUICK TIP



By default, Spotlight shows text documents

and emails first in the search results. If you mainly use it to launch applications, you can set Spotlight's preferences to show applications first, via *System Preferences*.

"My desktop's gone potty - it won't stay still!"

Q Your problem solving helped me out a great deal last time. Now, I've got another one for you. I can't for the life of me seem to keep my chosen Desktop picture.

In the Desktop/Screensaver *System Preferences* pane, I click on the '+' to add a folder, navigate to that folder and then click Choose. The folder appears in the menu. I

then select a picture from this new folder and for a short period of time, the chosen picture becomes my desktop. However, within around five minutes, the desktop changes back to the previous illustration. When I look back in the Desktop preference, the folder I added has disappeared!

I have added several folders, but they all disappear from the Desktop preference pane within five minutes and I'm left again with the original picture. I have tried

deleting the relevant preference(s) from the Library folder(s) and rebooting but to no avail, the problem still exists.

Glenn Langford

A That's very odd indeed. Even if you had the Change picture: box ticked (or a corrupted preference file that acted as if this was ticked) you would expect it to cycle through or jump randomly between the available pictures - not just revert to the original picture and stay there. It also

» MACFIXIT TIPS / Access application menus anywhere on screen

After a recent article discussing confusion some Windows switchers might have with closing windows versus actually quitting applications in OS X another key difference that a few people have mentioned is the difference between the location of application menus in OS X and Windows.

The difference is simple: while Windows includes menus in each application Window, OS X places all application menus in the system menu bar, though some applications have document-specific menus that appear in a

window's tool bar (for example, the font and formatting options in *TextEdit* windows). While this difference is basic enough and pretty straightforward, a few Windows users (and some Mac users) might still enjoy having an option to access the application's menu items from within the application window.

There are several instances where this might be useful. The first is if you have a background application that you would like to quickly bring to the front and perform some menu operations, and another is if you have a

multiple-monitor setup, since the menu bar will only display on the main monitor in OS X - a potentially confusing setup.

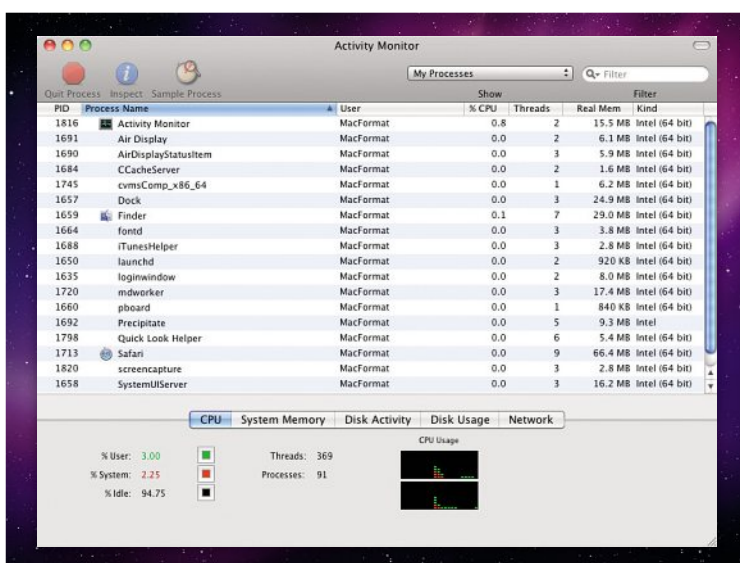
The default option in OS X is to click the application (or use **⌘-F**) to bring it into focus, and then locate and access the menus; however, if you install the program *DejaMenu* (freeware at <http://homepage.mac.com/khsu/DejaMenu/DejaMenu.html>) you can set a hotkey combination that when pressed will display the current application's menu options at the point of the mouse.

DejaMenu is limited to using a custom hotkey sequence, but if you combine it with some third-party mouse drivers or add-ons such as *USB Overdrive*, which support binding key sequences to mouse buttons, you can enable this for a specific mouse key and enable the menu on-the-fly.

Tips supplied by MacFixit.com

MacFixit, founded in 1996 by Ted Landau, has grown into the premiere destination for users seeking resolutions to bugs and conflicts. Visit www.macfixit.com for the latest Mac information.





Activity Monitor lets you spy on processes that you might not otherwise be aware of.

doesn't explain the disappearing folder you mention.

Okay, let's start with what we know. First, this is not the intended behaviour of OS X. It's also not a bug in the OS because not enough people are reporting the same problem on the net. The picture is also changing by itself, rather than when you close the Preference pane or reboot or whatever. That leaves me to conclude that there must be an application or process controlling the change.

If you run the *Activity Monitor* application (found in your Applications\Utilities folder) and click the CPU tab at the bottom of its screen, you'll be able to view all the processes that are currently loaded. Select **My Processes** from the drop-down list at the top to filter out all the system processes and you'll have an identity parade of suspects. Sort the list by process name to stop it jumping around too much. Now change your desktop wallpaper and watch *Activity Monitor* until the wallpaper changes itself back.

Any application that changes its %CPU value at that moment is a prime target for being the culprit. Google the name of the application to find out what it's supposed to do and try quitting the process itself to see if the problem goes away. Also, it might be helpful to check the **Login items** list in the **Accounts** pane of *System Preferences*, to see if there's anything there associated with the process that you don't recognise. If there is remove it to stop it loading automatically.

"Can I sync my Blackberry to a new Mac?"

Q I'm on the verge of purchasing my first Mac, but (and I know I'm not alone in this) I am a committed BlackBerry user and have a great deal of calendar, email and contact information that I need to sync with other computers – including my corporate office system (which there's no chance of moving from a Windows system). I am quite content to keep my music and phone separate if necessary.

So, what are my options? Will my BlackBerry talk to a Mac and share/sync calendar and email info? MF228 covered emails but I don't know if Blackberry (or Groupwise, as my office system) uses a compatible exchange server.

Bill Lindsay, Fife

A Blackberry users had a somewhat tricky time of it syncing to a Mac in the past. Fortunately there is an OS X version of their desktop software now and this has eliminated the need for complicated, multi-step conversions through third-party utilities.

You can sync your Blackberry directly with the built-in Mac applications, such as *Mail* and *iCal*, and also with *Microsoft Entourage*. There is even a Groupwise client for Mac but I haven't used this myself and the word is that it's prone to lots of crashes, so I'd stay away from it if you can. ●

On the forum

Help and advice from readers

Q Can anyone recommend software that will enable me to create approximately 10 timelines? Ideally it would be free or at a maximum, £10. I have seen some good packages but cannot justify their prices.

Member: mcf_GJH0702 Join Date: Nov 2009 Posts: 31

A Have you looked at *OmniGraffle*? Check it out at www.omnigroup.com/products/omnigraffle. There's a free, fully functioning 14-day trial version download; after that you need to buy it (\$99 – about £60). But 14 days might be long enough to do your 10 timelines. It's a great little app for drawing simple charts and diagrams, based on templates – you drag and drop elements from various categorised palettes of objects. There's also an extensive collection of downloadable objects that you can add to the standard elements.

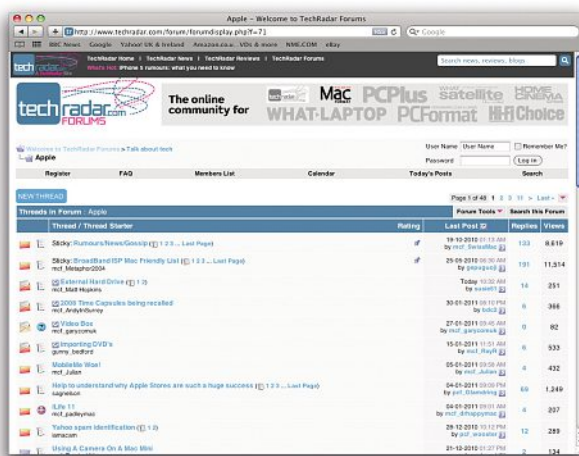
Member: mcf_MacOS10 Join Date: Oct 2005 Posts: 2,472

Q I have a MacBook Pro (early 2008) that I use for Pro Tools recording. I'm looking into swapping out the internal hard disk for either an SSD or a 7200rpm/10000rpm disks. I've seen some options available. I currently have a 200GB 5400rpm drive that is 70GB full. I suspect 100GB will be my max usage. In my desktop I use SSD SLC drives which are exceptional, but small and expensive, so I'm curious what would you stick in the Macbook pro – a 128GB SSD MLC drive or a 200GB+ 7200/10,000rpm drive? From my point of view the 128GB SSD is the better option for performance, I could just do with 160GB as a space buffer, and the jump to 160GB seems a crazy price hike. Opinions and advice, please.

Member: Darcym Join Date: Jan 2011 Posts: 1

A Go with the 120GB, that's what I did. I also used 70GB when swapping, but I just migrated some data to my 1TB desktop drive so not to run out of space. Performance is amazing and battery life is much better than a 7200rpm drive.

Member: hudtech Join Date: Jan 2011 Posts: 10

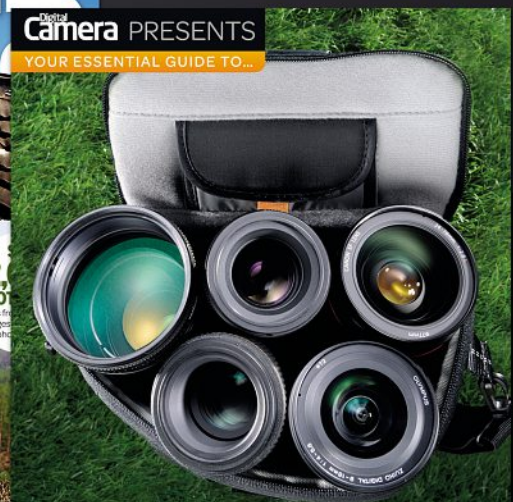


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In this issue...

HARDWARE

Libratone Beat 88
SteelSeries Siberia
Neckband Headset 88
Quirky Space Bar 89
Lexmark Genesis S815 90
Panasonic Lumix DMC-GH2 91
LMP Bluetooth Keypad 92
Hard Candy Stylus and Pen 92
Memorex PurePlay 92
Kingston DataTraveler
Locker+ 8GB 92

SOFTWARE

Nova Media ÜberMask 94
Intego
VirusBarrier X6 10.6.11 94
Dropbox 1.0 95
TextWrangler 3.5.3 96
ImageWell 4.0.7 96
SketchBook Pro 97
Twitter 2 98
iClap 98
QuickCursor 2.1 98

GAMES

And Yet it Moves 100
Braid 100
Women's Murder Club:
Death in Scarlet 100
Call of Duty 4:
Modern Warfare 100
Stuntmania 100
Chopper 2 101
Angry Birds 101
BioShock 101
Precipice of Darkness: Ep1 101
Trine 101
Back to the Future 102
Half-Life 2: Deathmatch 102

iOS APPS

Timeli 105
Prospectus Library 105
0870 105
Gift Plan 105
Broken Sword:
The Smoking Mirror 106
Papa Sangre 106

GROUP TEST

All-in-one photo apps 108

"The GH2 should satisfy the needs of both consumers and those using it in a more professional environment."

PANASONIC LUMIX DMC-GH2 REVIEW P91

Reviews

● **HARDWARE** ● **SOFTWARE** ● **IPHONE APPS** ● **SHAREWARE** ● **GAMES**



Ian Osborne
Reviews Editor

Lexmark's new Genesis S815 combined printer, scanner and photocopier is a giant leap for multifunction devices, but is it a leap in the right direction? Its use of widget-like mini-applications displayed on its 4.3-inch touchscreen can't be faulted, but as we cover on page 90, innovations such as replacing the reflective scanner with a digital-camera based image capture system and the new space-saving form factor bring problems as well as advantages.

Whether you're a professional photographer or a keen hobbyist, you'll

love the Panasonic Lumix DMC-GH2, reviewed on page 91. Combining top-quality stills and full HD video, it packs an extremely powerful performance into a relatively small package.

Over in the software section, we take a look at Dropbox 1.0. This popular online storage tool has been around for so long it's easy to forget it's only just come out of beta, but if you've never used it before, check out Chris Brennan's review over on page 95. It's a great way of moving small files between Macs, and you can get 2GB of storage space for free.

>> OUR LOGOS



A product that receives the MacFormat Choice award is the best in its class when reviewed.



Used in our Group Tests, MacFormat Winner indicates the product that we feel stands out.



This logo indicates there are either test versions or files associated with the review on the disc.

RATINGS EXPLAINED: ★★★★★ Excellent ★★★★★ Very good ★★★★★ Good ★★★★★ Adequate ★★★★★ Poor

>>SPEAKER DOCK

Libratone Beat

£550 Can this stylish new wireless speaker set live up to its price tag?

CONTACTS

Manufacturer: Libratone
www.libratone.com/beat

REQUIREMENTS

Drivers: 1x13cm bass, 2x8cm midrange, 2x3cm tweeter **Max output:** 1x50W bass, 2x25W tweeter/midrange **Inputs:** 3.5mm jack **Dimensions:** 47x19.5x15cm

PROS & CONS

- ⊕ Easy setup
- ⊕ USB and iOS transmitters
- ⊖ Very expensive
- ⊖ Acquired taste

VERDICT

★★★★★

"Wireless convenience and quality sound, but not enough to justify its price."

This could be the strangest-looking speaker unit we've ever reviewed at *MacFormat*.

A 47cm-tall triangular design with a chrome carry handle at the rear, its entire body is covered in 'blood orange' cashmere (slate grey, black and beige are also available). If you can find one to match your room's décor it looks neat enough, but comparisons to a cat's scratching post are inevitable.

Libratone Beat has two input methods: a 3.5mm auxiliary socket for connection to any audio device that takes standard headphones, and a wireless receiver to stream sounds from your Mac or iOS device. There's no built-in dock connector. For wireless sounds, it comes supplied with USB and 30-pin transmitters, and a USB cable that fits the 30-pin

dongle so you can power your iOS device through the mains while transmitting. Other than the pairing button, the speaker unit itself is devoid of controls – you must use your Mac or iPod for changing volume.

Sound quality is a mixed bag. It has enough volume to fill a room and bass is strong and solid, though the mid-range is a little subdued, and sometimes swamped by the treble. As you might expect given its vertical form factor, stereo separation is poor. Although well detailed, the promised 360-degree sound proves patchy in practice; it's generally obvious the sound is coming from one source.

While the Libratone Beat scores heavily for style and convenience, its audio quality, while far from shabby, doesn't justify its £500+ price tag.

Ian Osborne

The Libratone Beat can stream music wirelessly from your Mac or iOS device.



>>NECKBAND HEADPHONES

SteelSeries Siberia Neckband Headset

£61 Will you be left cold by the quality of these cans?

CONTACTS

Manufacturer: SteelSeries
www.steelseries.com

REQUIREMENTS

Headphones: Frequency 18-28 Hz, Impedance 32 Ohm **Cable length:** 1m **Jack:** 3.5mm

PROS & CONS

- ⊕ Glamorous styling
- ⊕ Good in-line controls
- ⊖ Not loud enough
- ⊖ Poor sound isolation

VERDICT

★★★★★

"We look forward to an updated version offering better noise insulation."

Summing up these headphones in one word, we would use "leaky". On the positive side, they look pretty cool. The neckband style, which wraps the headphones around the back of your neck instead of over the top of your head, might not be to everybody's taste, but it certainly makes wearing headphones more discrete, if not any more comfortable. Unfortunately, this advantage is completely obliterated by the dreadful sound insulation. Everybody will know you're wearing them because they'll hear everything you're listening to. You can tell this is a problem with a pair of headphones when people sitting a few metres away start trying to guess the track you're enjoying – and get it right.

Style over substance? Sadly, that does seem to be the case here.

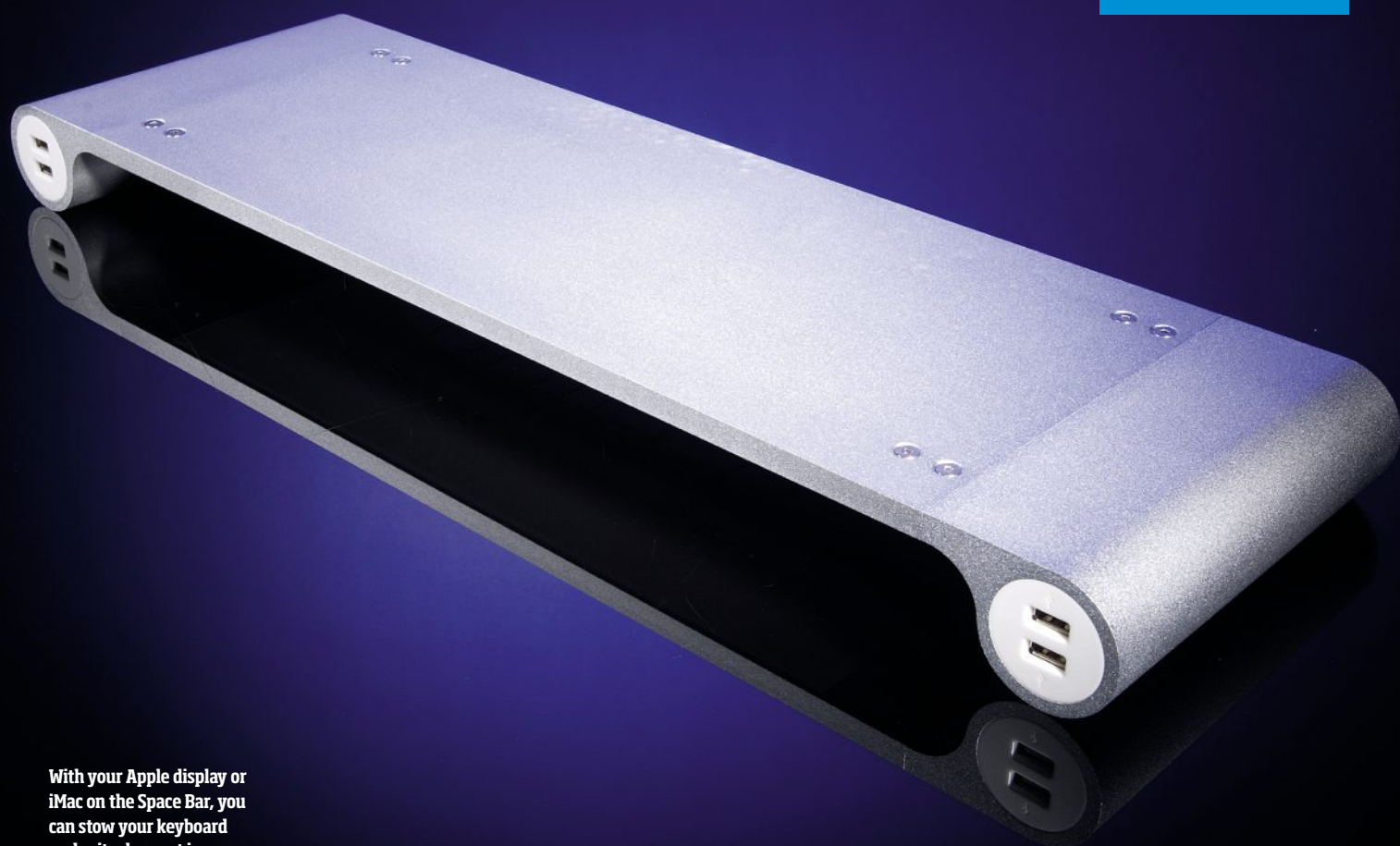
It's a shame, because otherwise these headphones have everything. There's a sturdy in-line volume control with a play/pause button and the cable is a good weight, so it doesn't curl up and get in the way when you move around (one of our major bugbears when it comes to iPhone earphones). There's also an extendable mike that you can pull out of one of the cans to make a call.

The sound quality is good enough for spoken word and phone calls, but it's just not loud enough in a noisy environment. We suspect volume has

been limited in an attempt to avoid making the sound leakage worse. Overall, this results in a rather disappointing experience.

Graham Barlow





With your Apple display or iMac on the Space Bar, you can stow your keyboard under it when not in use.

Photography: Gavin Roberts

>> MONITOR RAISER AND DESK TIDY WITH USB

Quirky Space Bar



£80 This stylish monitor stand is also a desk tidy and a USB hub

Products that get everything right are a rarity, but Quirky's Space Bar comes close to such perfection. Its design shows a great deal of attention to detail and aesthetics. Crafted from brushed aluminium and finished with white plastic details, it's the perfect match for Apple's aluminium keyboard and an iMac. At 52cm long and 17cm deep, it's spacious enough to support most monitors, and is obviously an ideal fit for both the iMac and Apple Display's footprint.

The area underneath the device is 44cm wide and 1.5cm tall, which is big enough to stow a full-sized Apple USB keyboard with numeric keypad. If you need some more room on your desk and you're not using your Mac, just push your keyboard under the Space Bar and free up valuable space.

It's also enough for a closed Apple notebook, so you can connect your laptop to an external monitor, keyboard and mouse, and keep it under the Space Bar while you use it in closed clamshell mode. It's engineered to support up to 20lbs, which is enough for a 21-inch Apple iMac. On paper, the latest Apple displays are a little too heavy at 23.5lbs, but you'd probably be okay.

As well as a monitor raiser and desk tidy, the Space Bar also functions as a powered USB hub. When we

"As well as a monitor raiser and desk tidy, the Space Bar also functions as a powered USB hub"

previewed it in our Gadgets section back in *MF219*, the plan was to offer three ports on each side. The final release version still offers six ports, but two are at the rear of the device. It's better this way. The front-facing ports are less crowded, so plugged-in peripherals are less likely to block an adjacent port, and the rear-mounted ports are ideal for things you seldom unplug, like your keyboard or printer. And while your digital camera, iOS device or other such peripheral is connected, the Space Bar also functions as a convenient shelf to keep them safe and tidy.

The Space Bar is an excellent mix of form and function. It looks great, is robustly built and does a great job of helping you organise your desktop. At £80 it's expensive, but not overpriced.

Ian Osborne

CONTACTS

Manufacturer: Quirky, Inc
www.quirky.com

SPECIFICATIONS

Dimensions: 52x17x5cm
Max weight supported: 20lbs
Output: Six USB ports

PROS & CONS

- ⊕ Sleek and stylish
- ⊕ Frees up desk room
- ⊕ Conveniently placed USB ports
- ⊖ Might not support 27-inch iMac

VERDICT

★★★★★

"A brilliantly conceived and well-executed desktop space saver."

>> MULTIFUNCTION PRINTER

Lexmark Genesis S815

£400 Does this mould-breaking device represent a rebirth for the multifunction printer?

CONTACTS

Manufacturer: Lexmark International Ltd
www.lexmark.co.uk

SPECIFICATIONS

Printing technology: Inkjet
Resolution: Up to 4800x1200dpi (colour) **Inks:** Four **Paper capacity:** 100 pages **Supported memory card formats:** Sony MS, SD, MMC **PictBridge support:** Yes
Optical resolution: 300dpi
Scanning transparency: No
ADF: No **Dimensions:** 42x38.6x32.1cm **Weight:** 8.7kg

PROS & CONS

- ⊕ Small footprint
- ⊕ Very fast image capture
- ⊕ Versatile mini-apps
- ⊕ Good print quality
- ⊖ Limited 'scanning' resolution
- ⊖ Only one paper tray

VERDICT

★★★★★

"A versatile MFD with more features than most, but others do a better job of the basic functions."

This new Lexmark multifunction device (MFD) is full of fresh ideas. A printer, scanner and photocopier with USB or Wi-Fi 'n' connectivity and colour fax support, the Genesis' optical image capture is based on Lexmark's new Flash Scan technology, replacing the usual reflective scanner with a 10MP digital camera. This makes it incredibly fast, capturing the entire scannable area in just three seconds, with no warm-up time needed.

Genesis abandons the traditional form factor in favour of a much more upright design. The 'scanner' is positioned in a near-vertical orientation, allowing for a smaller, space-saving footprint. A clip at the top of the scannable area and a shelf at its foot stop your documents from sliding down the glass. Its 4.3-inch capacitive touchscreen does more than control the device's functions too. After connecting the Genesis to your wireless network, you can download and install Lexmark's SmartSolutions mini-apps. These include a basic calculator, clock display, Facebook and Twitter integration, apps to view, scan to and print from MobileMe, Flickr and Picasa,



The 4.3-inch touchscreen gives access to Lexmark's SmartSolutions mini-apps.

print your own graph or music paper and even display news and sports feeds from Apple, ESPN and the BBC. Over 60 apps are already available, and more are in the works.

But for all its innovation, the Genesis also makes compromises. The camera-based image capture function has a maximum resolution of 300dpi.

Thankfully, there's no compromise in print quality. Text output is dark and crisp, remaining readable even at very low point sizes. Our 20-page text document printed in six minutes, five seconds, which is pedestrian but not problematic. A top-quality A4 photo print took two minutes, 32 seconds, which is perfectly acceptable.

"After connecting the Genesis to your wireless network, you can download and install Lexmark's SmartSolutions mini-apps"

While this is good enough for most home users, if you need a high-resolution scanner, this isn't the printer for you. Also, its three-second image capture speed is rendered almost moot by the lack of an automatic document feeder. If you've a handful of pages to scan one after another, you have to open the lid and change them by hand after each scan. There's only one paper tray too, an open feeder at the back of the device – inconvenient if you like a second tray for letterheads or photo paper.

Default-setting plain-paper photo prints are natural and complete, and when you switch to photo paper and max out the quality settings, the results are commendable, but maybe not quite as good as a recent Canon.

Lexmark's Genesis S815 is innovative and ideal for most home users. Versatile and user-friendly, it offers great integration with online services, but it's not the best for high-resolution scanning, fast document printing or stellar photo printing.

Ian Osborne



The Lexmark Genesis S815 has a more upright form factor and smaller footprint than most multifunction devices.



Plenty of features sit inside the Lumix, including raw shooting, AF tracking and Intelligent Auto technology.

Photography: Simon Lees

>> COMPACT SYSTEM CAMERA

Panasonic Lumix DMC-GH2

£750 High-resolution stills and full-HD video footage combined in a small package

Driven jointly by Olympus and Panasonic, the Micro Four Thirds camera system has been responsible for some of the most distinguished mirrorless cameras to date. The latter company's new flagship GH2 model combines the positive attributes of previous offerings with a handful of refinements, to create arguably the most high-spec camera of its kind.

Despite its diminutive proportions, the camera fits comfortably in the hand and offers a wealth of direct controls by way of various buttons and switches, although many are on the small side which some may find awkward. Shooting stills or video from any angle, however, is a breeze thanks to the camera's articulated LCD screen and its quick-access touchscreen functionality.

There's also a live viewfinder for those wanting to compose and shoot images more traditionally, and with 1.533 million dots in resolution it trounces those offered on competing models. Helpfully, there's plenty of information displayed on both the LCD and live viewfinder, as well as a grid and histogram overlay option, although the electronic levelling function seen on many recent models is sadly nowhere to be seen.

Images and movies can be quickly imported into *iPhoto* and *iMovie*

"It's in video quality where the camera really shines, thanks to its smooth and detailed full-HD"

respectively, and a Mac version of *Silkipix Developer Studio 3.1 SE* is supplied with the camera to take care of raw image processing. Despite its populated sensor, the GH2 delivers images with minimal noise, as well as accurate colour and balanced exposure. It's in video quality where the camera really shines, though, thanks to its smooth and detailed 1920x1080i full-HD and continuous autofocus, as well as clear stereo from the in-built microphones.

Combined with the dedicated microphone port and an array of high-quality optics via an adaptor, the GH2 should satisfy the needs of both consumers and those using it in a more professional environment. Only its price is likely to dampen appeal – around £300 more than its rivals.

Matt Golowczynski

CONTACTS

Manufacturer: Panasonic
www.panasonic.co.uk

SPECIFICATIONS

Resolution: 18.32MP total, 16.05MP effective **Lens:** 14-42mm (kit lens) **File formats:** JPEG, Raw, AVCHD, QuickTime Motion JPEG
Card formats: SD/SDHC/SDXC

PROS & CONS

- ✚ Smooth video output
- ✚ Articulated LCD screen
- ⊖ Some small controls
- ⊖ Expensive

VERDICT

★★★★★

"It's not cheap, but superb video and stills make the GH2 a great proposition."

Words: Ian Osborne



>> NUMERIC KEYPAD

**LMP
Bluetooth
Keypad****£40** <http://bit.ly/g4tAAx>

01 LMP's Bluetooth keypad is clearly designed to sit next to Apple's wireless keyboard, which lacks a numeric keypad of its own. It clips neatly to the side of the Apple input device, and has a button to switch on your keyboard without removing the keypad. Yet these lofty aspirations are severely hampered by its cheap and nasty build quality. The main body of the keypad is made from moulded plastic, not brushed aluminium, and the keys look distinctly off-colour.

It's easy to set up and performs as expected when paired with your Mac, but its shoddy finish embarrasses an official Apple keyboard.

VERDICT

★★★★★

"A potentially useful input device, but the build quality is poor alongside the real thing."

>> iOS STYLUS

**Hard Candy
Stylus/Pen****£30** www.hardcandycases.com

02 This handy gadget has a ballpoint pen on one end, and a stylus for your iOS device on the other. It boasts an attractive chrome finish, feels appropriately weighty in the hand and the ink cartridge is standard, and therefore replaceable. But two significant flaws keep this input device combo from greatness.

The chrome caps that sit atop the stylus and the pen are identical in size, shape and appearance. With nothing to differentiate them, you've a 50/50 chance of removing the wrong one when you want to use the pen or stylus. Not only that, if you remove a cap and put it on the reverse end for safekeeping, it keeps falling off. How delightfully infuriating...

VERDICT

★★★★★

"A great idea in theory, but imperfectly executed in practice. Could be better."

>> SPEAKER DOCK

**Memorex
PurePlay****£45** <http://bit.ly/eqptjF>

03 This portable speaker dock features a useful clamshell design, making it ideal for music on the move, despite the lack of a bundled carry case. It can be powered through the mains or using four AAA batteries, and a line-in port lets you connect non-Apple audio devices. It's pretty robust and durable, and convenient enough to slip in your suitcase or rucksack when travelling.

Sound quality is reasonable, picking up marks for clarity and detail, but lacking in bass, depth and stereo separation. While it's by no means poor, we prefer Altec Lansing's equally portable InMotion Compact (a mini reviewed of which can be found in MF221) in terms of both price and portability.

VERDICT

★★★★★

"A reasonably good portable speaker dock that has a nice retro styling."

>> SECURE USB DRIVE

**Kingston
DataTraveler
Locker+ 8GB****£20** <http://bit.ly/sg5YK>

04 Storing digital data on a USB flash drive can be risky. To keep your files safe from prying eyes, Kingston's DataTraveler Locker+ encrypts and password-protects your stored data to 256-bit AES standard, and reformats the drive after 10 failed logins.

It's easy to operate using the launcher application stored on the read-only partition of the DataTraveler Locker+. It won't mount without this launcher, though, so if you're using a Mac that can only run approved applications (your office machine, perhaps), you can't use the drive. Kingston's device is currently available in four, eight, 16 and 32GB capacities.

VERDICT

★★★★★

"Peace of mind at a very good price; definitely worth a look, but maybe not for office use."

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>>FILE HIDER

Nova Media ÜberMask

€9.95 (£8.40) Keeping private files private

KEY INFO

Developer: Nova Media MDS GmbH
www.novamedia.de

REQUIREMENTS

OS: OS X 10.6

Processor: Intel only

PROS & CONS

- ⊕ Very user-friendly
- ⊕ Cheap and cheerful
- ⊖ Works on boot volume only
- ⊖ Not as secure as you'd think

VERDICT

★★★★★

"A capable app that needs a little work before it can reach its full potential."

ÜberMask keeps private files and folders safe from prying eyes. By pressing user-configured key combinations, you can instantly hide or reveal selected files. Hidden files are invisible to *Finder* and *Spotlight*, and wherever possible, erased from recently used lists. Any file managed by *ÜberMask* is hidden when you shut down your Mac – this feature can't be changed.

It's great for preserving your privacy. Sensitive material can be concealed from others who use your Mac, or from casual observers who might spot it over your shoulder – just the thing if you're using your Mac in public or at work. It's also a boon for screencasting or desktop captures; you can quickly and easily hide icons.



Use ÜberMask to keep files and folders safe from casual snooping or accidental observation.

Compared to its main rival, MacPaw's *MacHider*, *ÜberMask* offers better convenience but isn't as versatile when managing hidden files. And a few glaring omissions keep it from fulfilling its potential. Unlike *MacHider*, it can only hide files stored on the boot volume, and although it demands a password on launch, you

can't password-protect the app itself. Also, like *MacHider*, *ÜberMask* hides files by adding a full stop to the start of filenames. But this isn't very secure; some apps let you see these files. So, *ÜberMask* is a welcome means of hiding sensitive files, but it won't stop a clued-in hacker.

Ian Osborne

>>ANTIVIRUS SOFTWARE

Intego VirusBarrier X6 10.6.11

£48 per year to keep your Mac safe – worth it?

KEY INFO

Developer: Intego
www.intego.com

REQUIREMENTS

OS: OS X 10.5 or later

Disk space: 40MB

PROS & CONS

- ⊕ Comprehensive security package
- ⊕ Doesn't inhibit performance
- ⊖ Options can get complex quickly
- ⊖ No discounted re-subscribe rate

VERDICT

★★★★★

"VirusBarrier does what it claims, but £48 per year is a touch expensive."

Mac users tend to be a bit fast and loose when it comes to security. But they shouldn't. Of course the security threat is low, but that's not to say the Mac is impenetrable.

Intego VirusBarrier X6 is both a firewall and virus scanner for the Mac and it's recently had an update. A host of new features have been added and performance has been tidied up too. The biggest change is the addition of a mini-scanner that you can drop a file onto for instant scanning. So if you download a file or have one emailed to you and aren't sure of its provenance, you can quickly scan it.

The interface is unchanged since we looked at *Virus Barrier X6* (MF219). It's always difficult to judge



The quick scan option makes checking the provenance of files a quick and simple job.

how simple an interface is to different people, but our contention remains that underneath the simple front-end it soon gets complicated.

Despite the new features the price remains unchanged at £48; for that you get 12 months' worth of updates and that protects two Macs (family packs are available). It's an effective

product and easy to use, but delve a little deeper and novice users will no doubt stumble. Still, there's no easy way to offer proper protection without a bit of complexity slipping in.

Overall, *VirusBarrier* does its job and does it well. It makes your Mac more secure, and that's important.

Christopher Brennan

>> ONLINE STORAGE TOOL

Dropbox 1.0

**2GB free/50GB+ starts at £6 a month** Invisibly sync your data seamlessly

Dropbox is one of those new web services that seems to have been around forever but that clings on to its 'beta' status. Only recently has Dropbox come out of beta and furnished us with a final first stab at a finished product.

Dropbox 1.0 is an online storage service and by that definition there's nothing special about it at all. In fact, it seems strange that the service has become so popular given that iDisk exists, not to mention the other similar tools out there. However, Dropbox has become a vital tool for some despite its beta status.

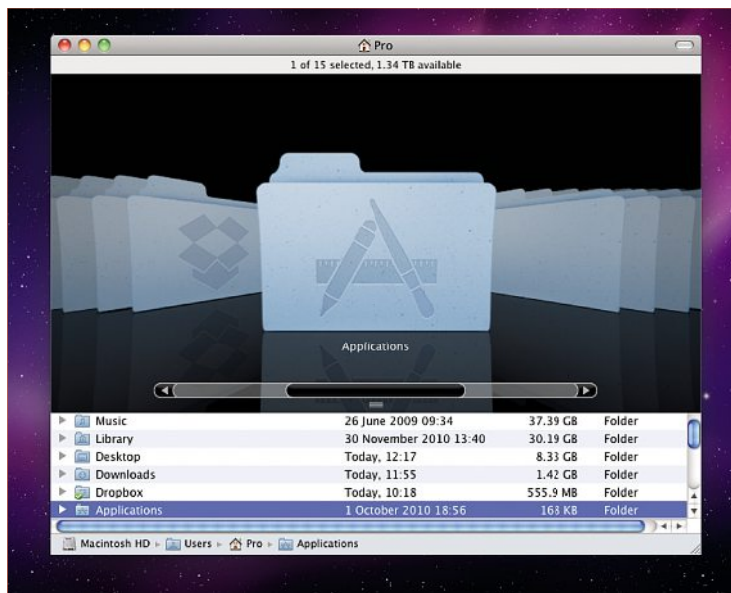
The basic version gives you 2GB of online storage and you can pay to upgrade this should you need to. Currently there are 50GB and 100GB options available at \$9.99 (£6) a month and \$20 (£13) a month.

Download the Dropbox tool and you get a new folder on your hard disk and an icon in the toolbar. It's not ground-shaking revolutionary stuff, that's for sure. However, the fact it acts almost invisibly is part of the application's power.

"There's a Dropbox web interface, so you don't have to download the client software to make changes to or access your stuff"

Once you've got a Dropbox account you simply start to use the storage area as you would any folder on your Mac. The stuff you copy to it is synced with the remote servers and that's it. Now put a copy of Dropbox on your laptop or PC and within a few moments you now have local copies of that stuff. Edit or change any of those files or folders on one machine and the rest are synced to match.

Obviously if you go for one of the larger capacity options you'll be hammering your broadband connection pretty hard when it comes to data transfer, but Dropbox does include some basic bandwidth management. The service uses AES-256 bit encryption and all transfers



Your Dropbox folder just appears like any other folder on your hard disk.

are over an SSL connection for increased protection of your data.

You can easily share your data publicly, meaning Dropbox is a great way of sharing large documents with others. Not only that, you can give users access to a folder for

collaborative work. Meanwhile the enclosing Dropbox folder is automatically backed up and you can undelete files or folders as well as restore previous versions of a file. So if you do accidentally overwrite a document it's quite easy to get it back again.

Dropbox works best if you have multiple Macs or, for that matter, PCs; if you have an iPhone or iPad there's also an app for that. Having your documents synced and shared across multiple machines is really useful if that's part of your working scenario. You don't have to be worried about an internet connection as you can work on a document locally and simply sync it

to all your other machines when you get back within Wi-Fi range.

There's a Dropbox web interface, so you don't have to download the client software to make changes to or access your stuff.

We've been testing Dropbox for many months in its beta incarnation and found it to be an invaluable space for storing and sharing documents. The 1.0 version of Dropbox is an excellent tool and deserves high praise. The seamless way it integrates into the workflow and its almost invisible nature makes it a great addition to any Mac, iOS device or, in fact, any computer you can get near.

Christopher Brennan

KEY INFO

Developer: Dropbox

www.dropbox.com

Price: 2GB is free, 50GB is \$9.99 (£6.27), 100GB is \$20 (£13) a month

REQUIREMENTS

OS: OS X 10.4 or later

PROS & CONS

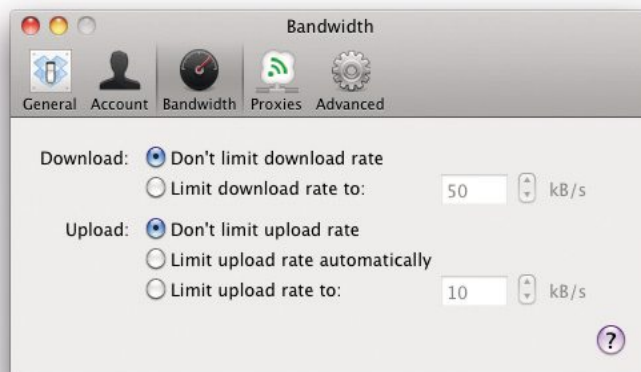
- + 2GB free
- + Seamless Mac integration
- + Web interface
- + Invisible syncing
- + Works across all platforms
- + Simple public folder sharing

VERDICT

★★★★★

"The 2GB version is a steal given Dropbox's reliability. Even the paid-for options are worth the money."

You do have some basic controls over the bandwidth that Dropbox uses.



>> TEXT EDITOR

TextWrangler 3.5.3

Free Mould text with this powerful editor

KEY INFO

Developer: Bare Bones Software
www.barebones.com

REQUIREMENTS

OS: 10.5 (10.5.8, 10.6.6 or later recommended)

PROS & CONS

- Full set of text-editing features
- Good PDF documentation
- Advanced features require study
- Limited file formats

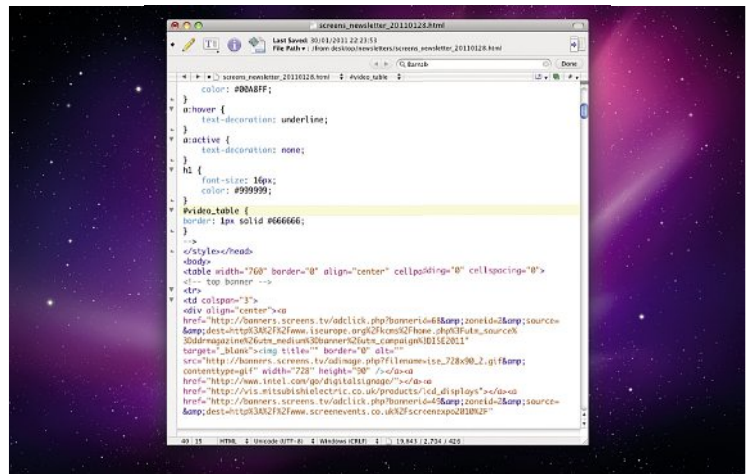
VERDICT

★★★★★

"If you work with text (or code), this app could be a big productivity booster."

TextWrangler is a text editor, not a word processor, and there's an important difference. It's the bee's knees at jobs such as complicated search-and-replaces, sorting, line numbering, and so on, but it doesn't care much about appearance. Changing the display font is about all you can do. So you shouldn't consider it as an alternative to *Word*, *NeoOffice* and the like. Nor is it really an alternative to *TextEdit* or *Stickies* for quick-and-dirty scribbles.

Where *TextWrangler* comes into its own is in logically manipulating large chunks of text. For example, through a single dialog you could change a price list order 'SKU, price, product name' into 'product name, SKU, price', and then use just one more dialog to sort that list by price.



TextWrangler automatically highlights different elements of HTML code for ease of editing.

There is, of course, a learning curve. Advanced search-and-replace, for example, is based on the Unix utility *Grep*. But *TextWrangler's* documentation is excellent, and well-integrated with *AppleScript*, so you can save processes and call them up.

Other features include multi-file search-and-replace and tools for

adding and removing hard line breaks, as well as smartening and dumbing-down quotes – tasks that frequently become chores when you're moving text from one format to another.

It's difficult to fault. One welcome addition, however, would be support for opening DOC and RTF files.

Barnaby Page

>> IMAGE EDITOR

ImageWell 4.0.7

£2.99 An update that takes away features?

KEY INFO

Developer: XtraLean
http://xtralean.com

REQUIREMENTS

OS: OS X 10.6.5 Snow Leopard or later (users of previous versions of OS X can use ImageWell 3.7.6)

PROS & CONS

- Good for quick conversions
- Useful send feature
- Sluggish performance
- No batch conversion

VERDICT

★★★★★

"Half the app it was, but at a fifth of the price. Still a disappointing update."

There's little point arming yourself with *Photoshop* if you're a designer, but if all you want to do is crop and resize an image before uploading it, a focused tool is better. *ImageWell* has been around for years, and despite its ugly interface, it's long been a capable, efficient tool. You drop an image on the well, resize it and drag it to its new home; alternatively, you can define locations (folders, FTP, WebDAV) in the preferences and upload directly from the app.

ImageWell also has editing functionality built in, which takes place in a larger window. Here, you can crop, rotate and flip an image, fiddle with levels and add shapes, labels and text. The results are workmanlike and this aspect of the application isn't always intuitive.



ImageWell remains an ugly duckling, but it's mostly usable for smaller image-editing tasks.

Most disappointing in *ImageWell 4*, though, is what's not included. Updates should improve existing features or add new things; but while *ImageWell 4* has some rendering tweaks and support for Spotlight and Quick Look, the developer's removed the batch processing, many of the upload options, templates and

watermarking. Some of these things will return in updates (although not batch processing, which will be separate), but for now the app's less than it was. What saves this 'upgrade' is its price. For new users, it's worth a look, but *ImageWell 3* users should stick with what they own.

Craig Grannell

>>DIGITAL SKETCHING/PAINTING

SketchBook Pro

£45 Digital painting and sketching comes to the Mac App Store at a great price. But is it for everyone?

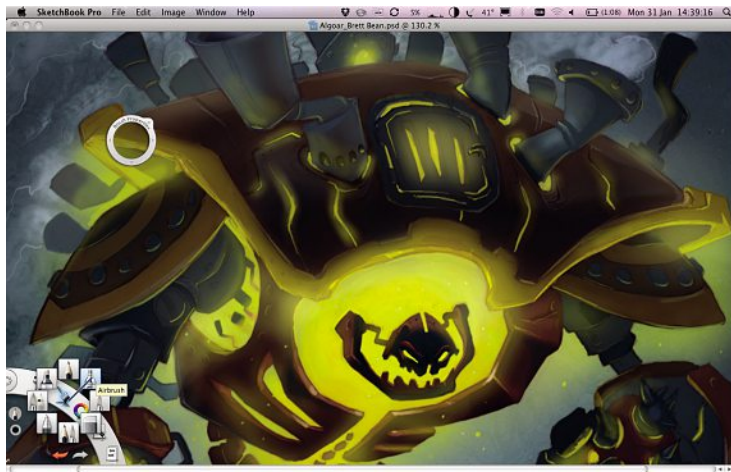
There are many apps that enable you to create digital pieces of art. There are the big expensive apps, such as *Photoshop* and *Painter*, as well as a raft of less expensive tools such as *Pixelmator* and *ArtRage*. Autodesk's *SketchBook Pro* is a similar proposition to *ArtRage*, being an app geared to enabling you to get painting and sketching quickly. Don't be fooled by the name – this is not just pencil/pen and ink, it's a fully fledged art studio, with a huge range of natural-media painting tools.

The first thing you notice is the simple interface. In fact, its simplicity and uniqueness is a little intimidating at first. But after a while, it becomes intuitive – to the point you forget it's there. Of course it's customisable to your workflow, so you can tailor it to your exact needs or preference. On launch you're presented with a simple toolbar running horizontally across the top of the interface, along with another curved toolbar bottom left.

"After a while it becomes intuitive to the point you forget it's there. It's customisable to your workflow – tailor it to your exact needs"

The top bar enables you to toggle functions on and off – such as the Brush palette, colour picker and layers, as well as pick shapes to draw and control guides and rulers. The curved toolbar, however, is more interesting – and it's here you see where you really benefit from a graphics tablet.

In fact, you may as well turn the top toolbar off, because everything is accessible from the bottom bar. The way you use this toolbar soon becomes second nature when painting in the app. By clicking and holding on a tool, a number of options appear, then you select which one you want by dragging your stylus over to it. For instance, by clicking and holding on the brush tool, you can quickly swap between Pencil, Airbrush, Paintbrush or other drawing



Ideally, and for best results, SketchBook Pro should be used with a graphics tablet and pen.

tools. You can also open the Brushes palette for more control. At the very left of the curved toolbar, you can reposition it or flick between different interface views. Similarly, you can jump between colours, layers and other tools. It's effective and a joy to use. You can also undo and redo using the red and green arrows.

Another great UI element is the Brush properties control. This small, circular dial sits anywhere you like on your canvas. By clicking and dragging on this you can quickly change the size and angle of your brush – a brush preview appearing on the canvas as you do so. To appreciate the control that this offers, you'll want to be using a Wacom. All of this, along with fact that tools can be accessed in so many different ways with different ways of controlling and tweaking them, makes this one of the best UIs out there – a true masterclass in catering for the needs of its users without getting in the way.

The painting tools themselves are superb with an excellent sense of realism. Along with layer blending modes, this is a great app for getting

quick ideas down, as well as creating full-on digital paintings. You can create your own custom brushes and sets. One thing – if you're creating large, complicated pieces, you will need a fast machine. Some of the more complex brushes, when using multiple layers and blending modes, can crawl a bit on older machines.

There's no real limit to what you can do with *SketchBook Pro*. If you've got the talent, it will fit around you. When it debuted on the Mac App Store it was a steal at £18. Now £45, it's still a bargain. However, there's a free *Express* version on the Mac App Store – with a limit of three layers, a stop on how big you can make images and minus the ability to create custom brushes.

Rob Carney

KEY INFO

Developer: Autodesk
www.autodesk.co.uk

REQUIREMENTS

OS: OS X 10.5, 10.6 **Processor:** Intel-based CPU only **RAM:** 256MB **Video:** 1,024x768-capable resolution **Other:** Pressure-sensitive tablet and pen recommended

PROS & CONS

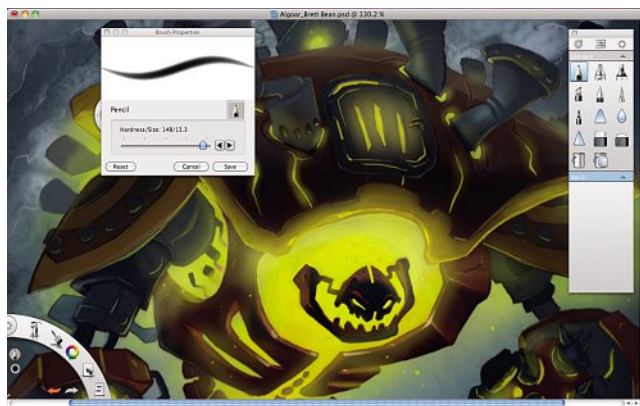
- ⊕ Incredible UI
- ⊕ Highly customisable
- ⊕ Great brushes
- ⊕ Realistic
- ⊕ Easy to use and get into
- ⊖ Sluggish on slower Macs

VERDICT

★★★★★

"A unique, powerful and fun painting tool. Highly intuitive and also inexpensive; recommended for all."

Customise and save brush sets in SketchBook Pro, the versatile painting and drawing app.



>> TWITTER CLIENT

Twitter 2

Free Tweetie returns as the official client

KEY INFO

Developer: Twitter
<http://blog.twitter.com/2011/01/twitter-for-mac.html>

REQUIREMENTS

OS: Mac OS X 10.6 or later

PROS & CONS

- ⊕ Stable and fast
- ⊕ Threaded direct messages
- ⊖ Questionable interface design
- ⊖ Needs more preferences

VERDICT

★★★★★
"It's decent enough, but feels a missed opportunity to beat the competition."

Tweetie by atebits was once the Mac's best Twitter client, but a lack of updates meant it fell behind in supporting new Twitter features. To make matters worse, atebits was bought by Twitter and developer Loren Brichter set to work on iOS Twitter clients, without a word on the progress (or lack thereof) of *Tweetie 2*. That app's now here, but as Twitter's official client – and it's a mixed bag.

Positives first: *Twitter 2* is faster, less bug-ridden and more stable than leading Mac Twitter clients *Kiwi* and *Echofon*. Setting up accounts is simple, notification types are easily defined, and the ability to turn off live streaming is welcome. The threaded direct messages are also great.

Unfortunately, the interface is sub-optimal, and will – like the iPad app – prove divisive. Niggles abound:



Twitter's interface design will prove divisive among users - the iOS shadow hangs over it heavily.

controls aren't easily discoverable; tweet text can't be zoomed; short URLs can't be expanded; Twitter's window can't be dragged off-screen or omitted from Spaces; and the window isn't easy to grab and move. *Twitter 2* feels like the 'appisation' of a Mac product; worse, whereas *Tweetie* for iPad works nicely on Apple's tablet, the Mac client feels weak by comparison, lacking its extra

'context' column and optional integrated browser.

Don't get us wrong – this is still a good product, but perhaps had a little more time been spent on having the interface fit in (or at least be a bit more flexible) rather than forcing it to stick out on the Desktop like a sore thumb (visually and in terms of usability), it could have been great.

Craig Grannell

>> SYSTEM CONTROLLER

iClap

£1.19 Ready for a slow-hand clap?

Developer: <http://kapeli.com/iclap>



According to *iClap*'s developer, the app lets you "control your Mac by clapping your hands". Maybe this is some kind of practical joke, because we couldn't get the application to do anything, despite trips to *System Preferences* and even recording clapping noises into *GarageBand*, just to make sure our test Macs were working. It didn't matter what we tried – even smashing our hands together right next to our Macs' microphones – *iClap* resolutely ignored our (by this point) quite painful hands. It randomly sprang to life just once, after the Mac woke the next day and the application wasn't running. But *iClap* was clearly

mocking us, because everything stopped working when we changed some settings.

Even if it did work, *iClap* is a mere gimmick, because its actions list is tiny; you can play *iTunes*, *QuickTime* or *VLC*, get new email, activate your screensaver, open *Finder*, hide apps, or open a user-defined app, file or script. Other actions can't be assigned to different numbers of claps – it's all or nothing – or, in our experience, nothing or nothing.

Craig Grannell

VERDICT

★★★★★

"Simply awful. Don't even buy it out of pity, unless you hate yourself. Zero stars is just."

>> TEXT UTILITY

QuickCursor 2.1

£2.99 Quick-fire copy and paste

Developer: <http://hogbaysoftware.com/products/quickcursor>



QuickCursor is a utility aimed at the truly lazy or the crazy efficient, or perhaps both. The idea is simple – instead of copying and pasting text between editors, automate the process with a keyboard shortcut. At the time of writing, *QuickCursor* supports eight text editors: *BBEdit*, *Espresso*, *MacVim*, *Smultron*, *SubEthaEdit*, *TextMate*, *TextWrangler*, and *WriteRoom*. Each can have its own keyboard shortcut and default file-type assigned. When you're editing text, such as a comment in a web browser or content in an application like *Scrivener*, *Pages* or *Word*, you can use a shortcut to instantly move the text to one of

the supported editors. Make your changes, save and close the file and the edited text is put back into the original app, assuming you've not messed with it in.

QuickCursor's clearly a niche application – an extension for the supported editors – but it does its job well. If you regularly hop between *TextMate* and *BBEdit* when designing websites, or want to be able to rapidly fling text between *Google Docs* and *WriteRoom*, it's worth three quid.

Craig Grannell

VERDICT

★★★★★

"Well-priced and worth buying if you use any of the supported editors regularly."



Issue 225
September 2010

Learning with your Mac
Has Apple lost the plot?
Mac evangelist's guide
Six scanners on test
On the disc
Leech 1.1.4, MyMoney 1,
DropDMG 2.8.6 and more



Issue 226
October 2010

99 Snow Leopard secrets
Has Apple killed the mouse?
The artistry of Apple Stores
Set up a Green Screen studio
On the disc
VinylStudio Lite, Sketsa 4.4,
BatchWatermarks2 and more



Issue 227
November 2010

Create a family website
Reinventing the Apple TV
How to fake HDR effects
Create your own iPhone app
On the disc
iWeb Themes 8, R10Cypher3
CopperCube 1.4.1 and more



Issue 228
December 2010

Networking master class
Email clients group test
Mac mini versus an iMac
Smart folders guide
On the disc
AppShelf 1.6, Voila 2.5,
Librarian Pro 1.5.2 and more



Issue 229
January 2011

iLife '11 unveiled
OS X Lion preview
MacBook Air reviews
Add tabs to Finder
On the disc
AppDelete 2.2.4, Translate
it!, MacCleanse 1.5 and more



Issue 230
February 2011

Apple's music domination
10 cool Mac tricks to try
Off-site backup group test
Print from an iPad or iPhone
On the disc
Calories 2, MacPilot 3.5.6
and Essential Mac Toolkit

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Words: Andy Dyer

Fun in store

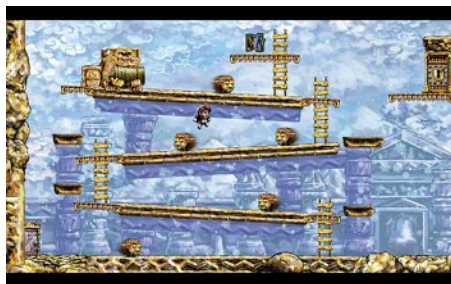
Ten games that should be making it to your Mac App Store wish list



And Yet it Moves

£5.99 Broken Rules

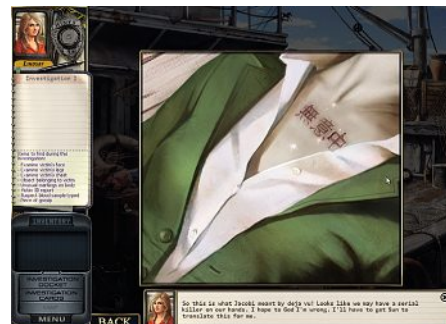
This is a unique and beautiful gaming experience. The game's elements appear as torn paper and the 2D platform environments can be rotated, turning floors into walls, walls into ceilings and so on. The result is some truly ingenious puzzles that require the player to be aware of gravity, momentum and orientation on top of having to employ good manual dexterity.



Braid

£2.99 Hothead Games

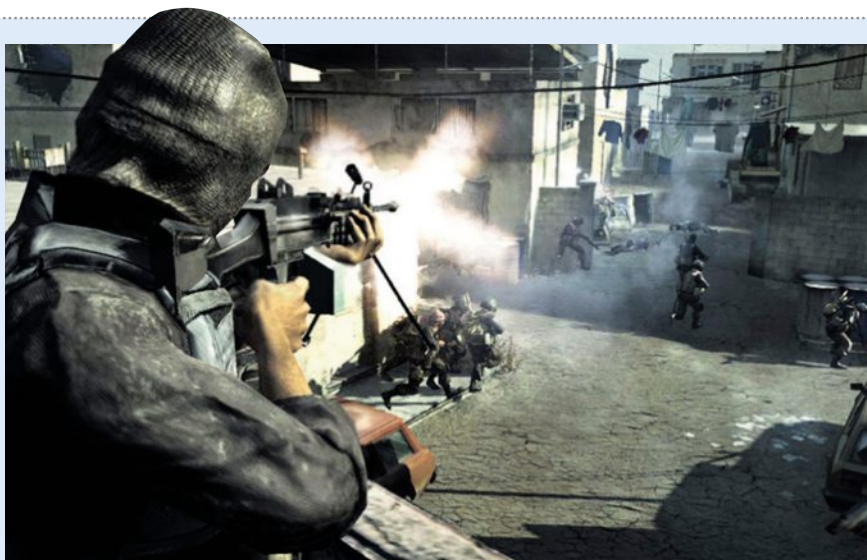
Braid is a beautifully designed puzzle platformer. Tim, the hero, is tasked with rescuing a princess, the reasons for which are revealed over the game. As the player, you manipulate time to solve the complex and rewarding puzzles. To begin with you reverse time to undo mistakes. Later, time flows according to Tim's direction of movement. A work of beauty and ingenuity.



Women's Murder Club: Death in Scarlet

£10 Red Marble Games

Inspired by the novels of James Patterson and the subsequent TV series, *Death in Scarlet* sees a group of female detectives investigating some murders. The player is tasked with finding specific objects connected with the crime, they then have to re-examine the bodies for clues, head back to the lab to follow up forensic leads and solve puzzles to make breakthroughs in each case. It's flimsy but fun and diverting.



Call of Duty 4: Modern Warfare

£30 Aspyr media

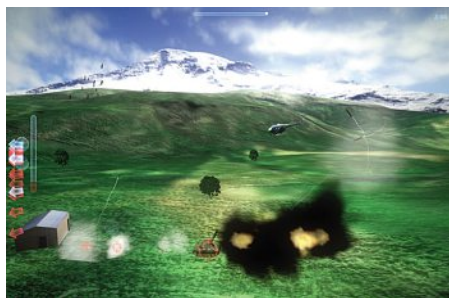
Quite why the subsequently released and even more successful and brilliant *Modern Warfare 2* has never made it to Mac is anyone's guess, but to be fair, the first *Call of Duty 4* game can still hold its own. It's a spectacular game – rather linear, but beautifully choreographed – and takes the game's multiple characters through a complex campaign involving Russian Ultranationalists. There are spectacular set pieces, an array of sophisticated weaponry and a hugely enjoyable multiplayer offering in which participants can accrue experience in order to level up and customise their characters. A rich experience, but perhaps just a little overpriced.



Stuntmania

£2.99 Sector 3

At first this game is a little bewildering because there's no real career mode to progress through. However, once you realise the game is all about high scores and achievements you can rip the place up and have a blast. The idea is to zip around the game's environments, performing stunts, collecting power-ups that allow you to nitro boost, reducing the gravity for more air time, drifting in mid-air and even teleporting.



Chopper 2

59p Majic Jungle

We're not going to make any rude gags at the expense of *Chopper 2*... it's too good for that sort of disrespectful nonsense. There's nothing terribly original or innovative about the game, but it's so slickly coded and executed, and with such admirable efficiency, that you feel as if you're in extremely safe hands the moment you start playing. Viewed side-on, you have to manoeuvre your chopper up, down, left and right, landing to pick up civilians, refuel and rearm, shooting various enemy units using your guns, bombs and rockets. This action takes place against the clock over a series of varying landscapes and it's consistently enjoyable.



Angry Birds

£3.99 Rovio

As soon as you start playing *Angry Birds* it's easy to see why it has been downloaded more than 50 million times across a number of mobile platforms. It's the perfect little physics puzzler. The game involves catapulting birds through the air in order to destroy their nasty pig enemies. The problem is the pigs are often protected behind barricades of rocks, planks, sheets of glass and the like so the birds have to smash through that too. As you progress you get different bird types and ever more challenging levels. It's ridiculously simple, but addictively brilliant.



BioShock

£24 Feral Interactive

Set in an alternative version of the 60s, *BioShock* is an unsettling blend of first-person shooting, survival horror and stealth gameplay set against a bleak story inspired by the writings of Ayn Rand. Following a plane crash, the sole survivor finds himself in the underwater city of Rapture, a place created by a visionary big brother-like character whose dream it was to build a utopian society where science and business flourished, free from government bureaucracy. However, the dream has crumbled and mutants and freaks now populate Rapture - a place of horror rather than hope. Its sublime combination of stunning visuals, expertly told story and gripping gameplay make *BioShock* a modern classic.



Precipice of Darkness: Episode 1

£1.79 Hothead Games

On the Rain Slick Precipice of Darkness (to give it its full title) is based on *Penny Arcade*, a web-based comic strip, which has been running since 1998. The strip pokes fun at videogame culture and has a large fanbase; and it's these folks whom the game is aimed squarely at, because frankly, the humour and in-jokes are likely to befuddle anyone who isn't familiar with the source material. The game is a blend of rudimentary puzzle-solving and combat, but it's the storyline that really makes it. Check out the strip online then give the game a go.



Trine

£12 Frozenbyte

We reviewed *Trine* fairly recently so if we failed to convince you that time, allow us to do so now. This is a platform puzzle adventure with such exquisite looks it'll bring a tear to your eye. It's a 2D game essentially, but the characters and environments are rendered in 3D and feature some truly enchanting lighting effects and animation. You play three characters, a thief, a wizard and a warrior, who have been magically fused together and must explore the Astral Academy in order to fix the problem. This scenario allows for some extremely inventive level design as you need to switch between characters, using their unique abilities in order to solve the many elaborate physics puzzles placed in your way. ●

>> POINT-AND-CLICK ADVENTURE

Back to the Future

\$25 (£15) Marty and Doc return from the past

KEY INFO

Developer: Telltale Games
www.telltalegames.com

REQUIREMENTS

OS: OS X 10.5.8 **Processor:** 2GHz
Intel **RAM:** 2GB **Video:** ATI or
NVIDIA with 256MB VRAM
Disk space: 2GB

PROS & CONS

- ⊕ Good voice cast
- ⊕ Excellent story
- ⊕ Fun adventuring
- ⊖ Fuzzy visuals

VERDICT

★★★★★

"Back to The Future - The Game - is sure to please fans of the movie trilogy."

The *Back to the Future* trilogy is one of the best movie franchises ever. The worry is that, in keeping with current cinematic trends, it's only a matter of time before someone decides to resurrect it and churn out a substandard fourth chapter (we would refer you to *Kingdom of the Crystal Skull*).

It's always tricky trying to recapture the magic of a much-loved classic so we have to applaud Telltale Games for at least having the bravery to attempt a new take on *Back to the Future*. And to their credit they've done a pretty good job if this, the first episode of five, is anything to go by.

Part of the game's success has to be down to the developers' collaboration with original *BTF* writer Bob Gale. How much input he had we can only guess at, but the



The DeLorean won't mean an awful lot to younger readers but they'll enjoy the game nonetheless.

result is a game universe that feels true to the original material.

The story takes place six months after the third movie, Marty McFly is surprised to see the DeLorean Time Machine appear from nowhere without a driver, triggering a trip back in time to save an imperilled Doc Brown. The attention to detail is impressive with the characters all familiar and well-rounded.

The gameplay is handled well.

Navigating the scenes is swift and the inventory and help menus are clean.

Our criticisms are reserved only for the visuals. The graphical style is excellent, but a general blurriness and lack of detail are slightly disappointing, and cut scenes can judder. Otherwise, this does credit to the franchise. We can't wait to play the rest.

>> FIRST-PERSON SHOOTER

Half-Life 2: Deathmatch

£2.99 Go head-to-head in the HL2 universe

KEY INFO

Developer: Valve
www.steampowered.com

REQUIREMENTS

OS: OS X 10.5.8 **RAM:** 1GB
Video: Nvidia GeForce 8,
ATI X1600 or higher

PROS & CONS

- ⊕ Seven excellent maps
- ⊕ Two play modes
- ⊕ Cheap as chips
- ⊖ No additional story content

VERDICT

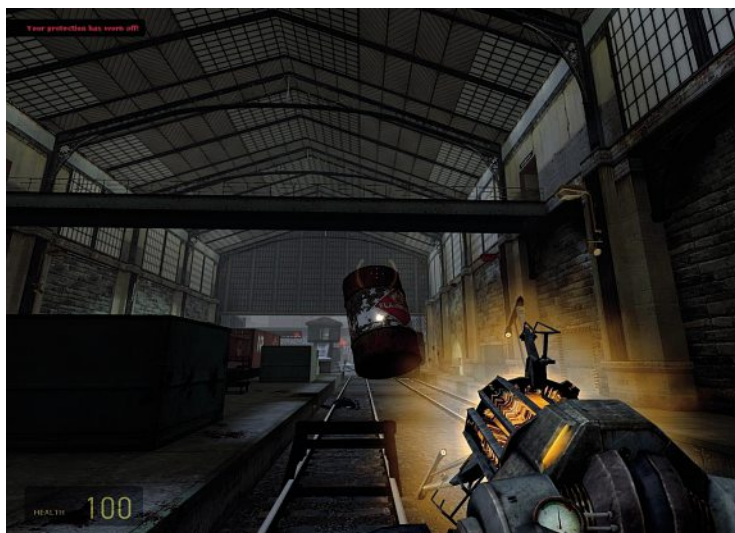
★★★★★

"It is just a straight multiplayer mode, but there's fun to be had..."

This game is a slightly odd fish as it contains no original material to enhance or progress the *Half-Life 2* story. It is, plain and simple, a Deathmatch mode that you'd normally find bundled in with a full release, only here it's being released as a standalone product.

It would be easy to pass up on the opportunity, but it's a game that has the power to enthrall... at only £2.99.

What you get for your three quid is a pack of seven unique maps designed specifically for Deathmatch play (plus community-generated offerings), a whole bunch of weapons to seek out and play with (old and new alike), various tweakable parameters and two play modes. The two modes are simply Deathmatch in which it's you versus up to 31 other players, or Team Deathmatch in which two sides compete for victory.



Throwing stuff around is immensely enjoyable at the best of times, but even more so here.

It's a pretty slim offering really, but thanks to the compelling nature of the *Half-Life 2* formula, some superbly designed arenas and the game's physics, it proves to be irresistible. Combat is entertaining enough in itself. Factor in the fun you can have tossing stuff around the place using the Zero-point Energy

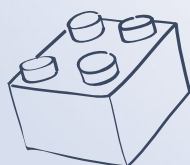
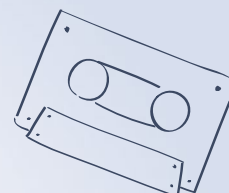
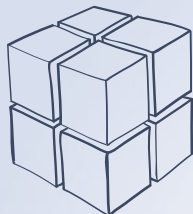
Gun and you have a multiplayer experience that's just a little bit different from everything else.

If you don't want to pay for what is essentially a six-year-old update then steer clear. But, when something's this much fun, we can don't mind forking out the price of a pint for it.

Andy Dyer

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>>IPAD TASK PLANNER

Timeli

£1.79 Organise your life the simple way

KEY INFO

Developer: Caffeine
Monster Software**Version:** 1.0**Works with:** iPad, iOS 3.2
or later

PROS & CONS

- Intuitive interface
- Simple to use
- Not granular enough
- No export or share - yet

VERDICT

★★★★★

"Simple and largely effective, but needs a few tweaks."

Task managers and project planning tools probably aren't the most exciting apps you're ever going to install on your iPad, but they're among the most useful. And *Timeli* manages to combine utility with Mac-like good looks. It's a no-frills task planner, enabling you to enter projects, tell it the timescale you're working in and list all the tasks within the project.

Simple it may be, but in most cases, it does what you need. Adding projects is easy and intuitive, although we would like to have been able to set a timescale in days and weeks, rather than picking a start and end date. But dragging projects around the timeline grid and adjusting them is easy enough.

You allocate each task the amount of time it's going to take, the minimum being a day - but it's a shame you can't go slightly more granular here, even



Plan your day-to-day tasks on your iPad within this simple but effective timeline-based layout.

just to half- or quarter-day segments. The project's individual timeline shows you how long the combined tasks will take and any slack or overtime you've got at the end.

You then set tasks to Scheduled, Active or Complete, and you can mark

the progress of each as you go along. This is limited to visual increments of 25%, but allowing smaller fractions would just get in the way. There's no way to share or print projects, but the next version promises to include this.

Laurence Cable

>>UNIVERSITY INFORMATION

Prospectus Library

£FREE iPad university brochures

Developer: HARLAND SIMON PLC **Version:** 1.0 **Works with:** iPhone, iPod touch, iPad, iOS 4.2 or later

Do away with printed university prospectuses and instead download them and read them at your leisure on your iPhone or iPad. It's an absolutely fantastic idea - no need to send off for anything and no stacks of books sitting around your house.

It's early days for the app, and at the time of reviewing it only had two prospectuses available to download. But the developers are confident more will follow. So is this the end of the paper prospectus?

Laurence Cable

VERDICT

★★★★★

"This will be a four-star-plus app once more prospectuses are available. A brilliant idea."

>>PHONE NUMBER FINDER

0870

59p Avoid costly number calls

Developer: Simon Maddox **Version:** 2.1 **Works with:** iPhone, iPod touch, iPad (not universal), iOS 3.1 or later

Sick of spending money calling 0870 or 0845 numbers from your iPhone? There's often an 01- or 02-alternative, which usually comes out of your monthly minutes, and this recently updated app helps you find them. We tried a few big UK firms and it found alternatives for most.

Sadly, you can't search by company name, hindering your choice of alternatives. It also doesn't return you to the app after making a call, which is confusing. But you'll quickly save yourself the 59p outlay, so go get it!

Laurence Cable

VERDICT

★★★★★

"A vital app for anyone calling an 0870 or 0845 number, despite its imperfections."

>>OCCASION REMINDER

Gift Plan

£2.99 Remember special occasions

Developer: Glasshouse Apps Pty Ltd **Version:** 1.2 **Works with:** iPhone, iPod touch, iOS 4.0 or later

Gift Plan is a clever way to make sure you never forget birthdays, anniversaries or any other occasions. You import contacts from your iPhone, Facebook or manually, and view upcoming events in a list or on a calendar. The former view, which includes the picture from Facebook, tells you how many days to go until the occasion, and if you tap an entry you can enter each person's likes, clothing sizes, ideas you've had for them and anything you've already bought. Reminders can be set and the app can be password-protected.

Laurence Cable

VERDICT

★★★★★

"Featureful, well thought-out and looks gorgeous too. Never forget that anniversary again!"

>> POINT-AND-CLICK ADVENTURE

Broken Sword: The Smoking Mirror



£3.99 Another classic adventure makeover

KEY INFO

Developer: Revolution Software

Version: 1.1

Works with: iPad

PROS & CONS

- ⊕ Looks great
- ⊕ Lots of humour
- ⊕ Bonus comic book
- ⊖ Slow pace

VERDICT

★★★★★

"A superb update of a classic adventure that still delivers."

After enjoying the original *Broken Sword* when it was revamped for release on the iPhone, we were keen to get our hands on the sequel. It seems our excitement was fully justified, because Revolution Software has once again done a brilliant job of giving a classic game a makeover for the App Store.

This second tale, which again follows the antics of hapless hero George Stobbart and his gorgeous French girlfriend Nicole, is every bit as amusing and well-written as the first game. This time George is returning to France after a brief period away from Nicole. She shows George a mysterious Mayan stone and insists that he join her on a visit to see Professor Oubier, an expert on the subject of Mayan artefacts. Unfortunately the two are attacked by



You should never ever trust a man with a lava lamp... Or a tiger-skin rug... Or a mullet.

two shady Central Americans and Nicole is kidnapped. Thus begins a journey through France, England and Central America to unravel the mystery.

The game has been completely updated to take advantage of current technology. The graphics and animation have been improved although a

pleasant waft of quirky retro charm still lingers. There's also a diary system for tracking the events unfolding during play and a neat hint system. Players who don't enjoy the slow pace of point-and-click adventures should avoid this, but for the rest of us, it's a winner.

Andy Dyer

>> SONIC HORROR

Papa Sangre



£2.99 A video game with no video...?

KEY INFO

Developer: Somethin' Else

Version: 1.1

Works with: iPhone 4, iPod touch 4G, iPad, iOS 4.0 or later

PROS & CONS

- ⊕ Unique and innovative
- ⊕ Beautifully designed
- ⊕ Extremely unsettling
- ⊖ Occasionally repetitive

VERDICT

★★★★★

"A claustrophobic and brilliant game uniquely designed."

Developer Somethin' Else has given us a new breed of genre in the form of *Papa Sangre*, which represents an astonishing feat of creativity by its development team.

Stylistically, the game takes its cues largely from Mexico's Day of the Dead, although there's a sprinkling of Haitian Voodoo and various other mythological flavourings in here too. The aim is to find your way through a series of environments as you navigate the afterlife in order to rescue a lost soul.

The catch is that while the game is played from a first-person perspective, the entire thing takes place in total darkness. You have only your hearing with which to sense your way around. Your iPhone acts merely as the controller so that you can turn through 360 degrees and move forward. Otherwise, it's entirely up to your aural



Use your iPhone to turn yourself and walk forwards. Keep your eyes closed and your ears open.

faculties to establish where you are, how to reach your goal and how to avoid a violent death.

A typical level involves finding your way to two checkpoints and the exit, while avoiding a deadly 'snufflehog'. Each checkpoint will make a sound – a repeating bell chime perhaps – and to find it, you have to turn yourself until the sound is ahead of you then walk toward it. Things are complicated by patrolling enemies that might stand

between you and a checkpoint. You can also come unstuck if you, say, step on some noisy brittle bones and alert an enemy to your presence. At one point there's even a crying baby and you have to decide whether to save it and risk death, or leave it to save yourself.

It takes a few levels to 'buy into' the idea, but once immersed in the soundscape the results are unsettling, extraordinary and quite exhilarating.

Andy Dyer

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GROUP TEST

Choosing a photo application isn't as straightforward as you might think. Time to pit the top dogs of the market against each other!



Words: Rod Lawton Illustration: Paul Blachford

All-in-one photo apps

Photo editing's not enough – we want apps that can organise our pictures too. But which one does the job?

You might think image editors such as *Photoshop* are the be-all and end-all of digital photography. But the more photos you take, the more the issue of organisation rears its head. You can file away a small amount of photos in named folders and be reasonably sure of being able to find them again. But when you run into thousands, filing problems take on a new dimension.

This has led to a new type of all-in-one photo cataloguing and editing app, with *iPhoto* at one end of the spectrum and *Aperture* at the other.

They also offer 'non-destructive' enhancements where the original photo is left untouched, and any adjustments are stored within the program's photo database instead.

Picasa takes the same approach, while *Lightroom* is an 'alternative

"When you run into thousands of photos, filing problems start to take on a whole new dimension"

Photoshop for photographers who need organising tools first and image-editing second. But you've still got classic image-editing apps like *Photoshop* and *Elements*, which are bundled with their own separate photo management programs.

So which one of these is best? We've approached the problem from the point of view of amateur photographers looking for a combination of organising and editing tools, ease of use and value for money. And we think we've found a worthwhile winner...

>> DID YOU KNOW THIS?

Adobe's *Lightroom* and Apple's *Aperture* can produce any number of 'virtual' versions of a photo, so you can experiment with lots of styles and techniques without clogging up your hard drive.



>> PHOTO APPLICATIONS / At a glance



Product	Adobe Photoshop Elements 9	Adobe Photoshop CS5	Adobe Photoshop Lightroom 3.3	Apple iPhoto '11	Apple Aperture 3.1	Google Picasa 3.8
Price	£67	£658	£238	Free/£9	£173	Free
Manufacturer	Adobe	Adobe	Adobe	Apple	Apple	Google
Website	www.adobe.com/uk	www.adobe.com/uk	www.adobe.com/uk	www.apple.com/uk	www.apple.com/uk	http://picasa.google.com/
Organisation	Database	Browser	Database	Database	Database	Browser
Stacking/grouping	Yes	Yes	Yes	No	Yes	No
Non-destructive editing	No	No	Yes	Yes	Yes	Yes
Image enhancements	Yes	Yes	Yes	Yes	Yes	Yes
Image effects	Yes	Yes	Yes	Yes	Yes	Yes
Selections/masks	Yes	Yes	Yes	No	Yes	No
Layers	Yes	Yes	No	No	No	No



Aperture's photo organising tools are second to none, offering both flexibility and clarity.

»»TEST ONE

Management

File browsing and organisation get a thorough test

Photoshop comes with Adobe Bridge, which has hidden depths. It can sort and filter photos according to keywords or metadata, and organise them into Collections. It can even stack related photos. Picasa is also a file browser, but while its professional appeal is limited, it's extremely good at fast keyword searches and can display your whole photo collection in a single window. But neither can really keep up with the others. We all know iPhoto, which is fast, simple and effective, but it doesn't offer stacking tools, and stores your photos in an internal filing system. The new Photoshop

Elements Organizer is much better in that it works with your existing filing system and offers more transparent control. Top dogs, though, are Lightroom and Aperture. Lightroom is the easiest step up from an ordinary browser like Adobe Bridge since it shows your photos' folder locations, but Aperture can't be beaten for its speed, flexibility and interface.

»»TEST RESULTS

Aperture 3.1	★★★★★
iPhoto '11	★★★★★
Photoshop CS5	★★★★★
Photoshop Elements 9	★★★★★
Photoshop Lightroom 3.3	★★★★★
Picasa 3.8	★★★★★

»»TEST TWO

Photo editing

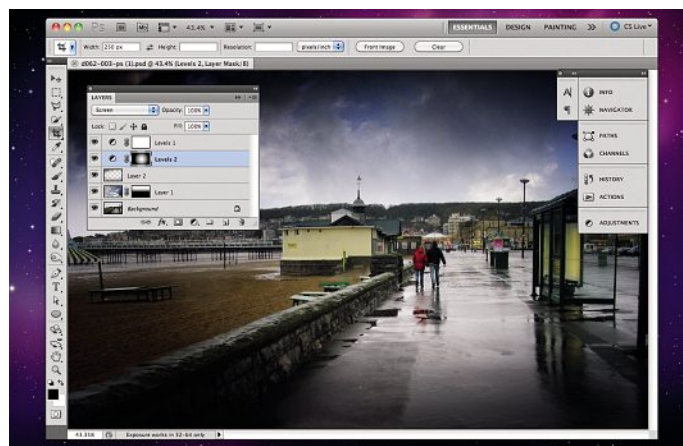
Can the apps turn snaps into creative masterpieces?

The photo editing tools in iPhoto are effective at everyday image fixes, and you can have some fun with the Effects, but that's about all. Picasa looks equally simplistic, but you can actually do just a little more with your photos, thanks to things like the graduated tint and filtered black and white effects. Both use 'non-destructive' editing, where your changes are stored by the software rather than applied permanently to your photos. That's the approach taken by Lightroom and Aperture, too, but since these are professional apps it's no surprise to discover their editing tools are far ahead of

iPhoto's and Picasa's. Aperture is terrific, but Lightroom has the edge, with new lens correction profiles and easy-to-use adjustment presets. But if you need layers, filters and other full-on image manipulation tools, you need an image-editor. Elements is a lot closer to Photoshop than people imagine, especially version 9, but Photoshop is still top dog.

»»TEST RESULTS

Aperture 3.1	★★★★★
iPhoto '11	★★★★★
Photoshop CS5	★★★★★
Photoshop Elements 9	★★★★★
Photoshop Lightroom 3.3	★★★★★
Picasa 3.8	★★★★★



For layers, selections, effects and advanced manipulation, Photoshop can't be beaten.

»»RAW FILES / How do these programs handle them?

Many cameras can shoot raw files, which can deliver extra image quality as long as your photo software supports it. The problem is that every camera produces its own unique raw file format, and software publishers have to regularly update their programs to keep up with new cameras. Adobe Camera Raw, which comes with Elements and Photoshop, supports the widest range of cameras.

The trend now, though, is for raw file support to be built into the software; this is what Adobe has done with Lightroom,

which edits raw files seamlessly, just as if they were regular JPEGs. This is what Aperture, iPhoto and Picasa do too.

There are a couple of limitations with raw files that aren't very obvious, though. One is that different programs produce different results. The other is that third-party programs will ignore a camera's picture styles (black and white, sepia, landscape and so on) and show a 'generic' raw conversion instead. The only way to duplicate the camera's picture styles is to use the maker's own conversion software.



In Lightroom, raw file conversion works seamlessly with editing tools.

>>TEST THREE

Ease of use

Power won't help you if you can't figure out what to do

This category is harder to judge because these programs all have flaws. *iPhoto* is the simplest, but little things can still trip you up (where exactly has it put your photos?). And despite being revised in the latest version, its geotagging/mapping tools are still hard to fathom. *Picasa*'s problem is that it's a cross-platform app that uses an effective but odd folder display and management system quite unlike what Mac users will be accustomed to. *Photoshop* is, as you'd expect, very technical from the start, and while *Elements* is a lot better, it tries a bit too hard to help you – sheer choice becomes

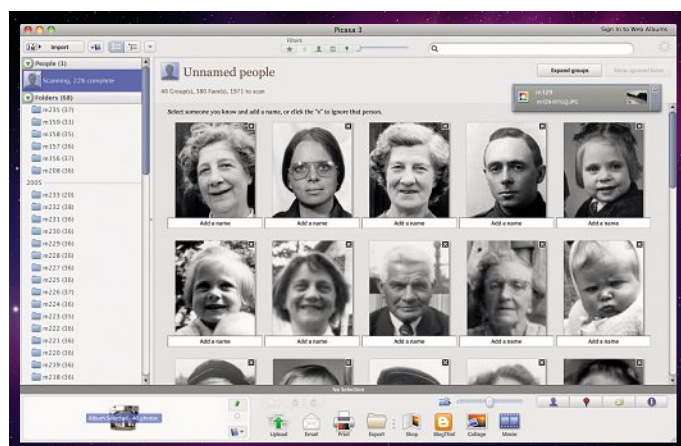
confusing. *Aperture* and *Lightroom* are professional apps, so you're dropped in at the deep end. But it doesn't take too long to figure out the basics. *Aperture* is the one with the most long-term flexibility, but you'll figure out *Lightroom* quickest, since it's not too big a step up from a file browser like *Adobe Bridge*, and the tools are less daunting.

>>TEST RESULTS

Aperture 3.1	★★★★★
iPhoto '11	★★★★★
Photoshop CS5	★★★★★
Photoshop Elements 9	★★★★★
Photoshop Lightroom 3.3	★★★★★
Picasa 3.8	★★★★★



iPhoto makes organising and editing simple, while slideshows and photo books are a snap.



It's free, but *Picasa* still includes face recognition and geotagging. But this is editing 'lite'.

>>TEST FOUR

Value for money

Price isn't uppermost; it's what you get for your money

Picasa looks like it's the best value for money since it's free, but then you could say the same for *iPhoto*, which is paid-for only if you upgrade from an older version. At the opposite end of the scale you've got the hugely expensive *Photoshop*, which doesn't do a whole lot more than *Elements*, at least as far as photography is concerned. In fact, given that the *Organiser* app supplied with *Elements* is actually more effective at organising photos than *Adobe Bridge*, *Elements* looks better still. But let's not rule out *Aperture* and *Lightroom*. Neither is cheap, but both are highly capable apps

designed for pro photographers. Of the two, though, *Aperture* is the best value because it's significantly cheaper. In the end, though, we'll go for *Elements*. *iPhoto* and *Picasa* might cost nothing, but they lack depth and you could soon outgrow them. *Photoshop*, *Aperture* and *Lightroom* deliver diminishing returns for amateur snappers.

>>TEST RESULTS

Aperture 3.1	★★★★★
iPhoto '11	★★★★★
Photoshop CS5	★★★★★
Photoshop Elements 9	★★★★★
Photoshop Lightroom 3.3	★★★★★
Picasa 3.8	★★★★★

>>THE WINNER / Photoshop Elements 9

We were looking for the application that delivered the best all-round combination of photo organising and editing tools, ease of use and value for money, and the program that ticks all the boxes is *Photoshop Elements 9*. It offers a large proportion of *Photoshop*'s image-editing tools at a fraction of the price, and the new *Organiser* app is powerful and simple.

Its one disadvantage is its old-school approach – switching between two separate apps for the editing and organising functions. If this gets your

goat, look at *iPhoto* and *Picasa*. They cater well for the beginner, but don't offer enough for enthusiasts, while *Aperture* and *Lightroom* cater very effectively for professional needs.

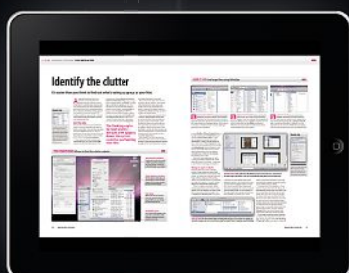
>>FINAL RESULTS

Aperture 3.1	★★★★★
iPhoto '11	★★★★★
Photoshop CS5	★★★★★
Photoshop Elements 9	★★★★★
Photoshop Lightroom 3.3	★★★★★
Picasa 3.8	★★★★★



Mac
FORMAT
Winner!

Try our new iPad app!



This 228-page guide is packed with features and tips on how to get the best out of the Mac OS and its software, plus an in-depth look at the iLife suite of applications, iPhoto iMovie, GarageBand, iWeb and iDVD.



"The Mac mini also comes in a Server edition that boasts twin 500GB drives"

**CHOOSE YOUR PERFECT
MAC P116**



HOW TO BUY

HOW TO BUY

How to buy a new Mac	114
Choose the right Mac	116
How to buy an iPod	118
iPhone vs iPod touch	119

TOP GEAR

Keyboards & mice	120
All-in-ones	120
Displays	120
Speakers	120
Digital cameras	122
Digital video cameras	122
Routers/networking	122
Storage	122
iPod accessories	123
Mac accessories	123
iPhone applications	123
Email clients	123
Home office	124
Visual tools and layout	124
Games	124
Multimedia software	124

Buyers' Guide

- DESKTOPS
- NOTEBOOKS
- IPADS
- IPHONES
- SOFTWARE



Laurence Cable
Staff Writer

Been inspired by our tutorial on page 70 about adding a second monitor to your Mac setup? There are so many models on offer that it can be a tad bewildering when you go out looking for one to buy. But that's where our Buyers' Guide comes in, because we've got three great options for you to check out. If you're after even more monitor reviews, then be sure to have a look at our sister site, www.techradar.com. And how about splashing out and

getting a new Mac? We've got four pages packed with all the information you need to buy the right computer for your home or office, be it a desktop or notebook.

Then there's the iOS family - iPhone, iPad and iPod touch - as well as the other iPods. Again, choosing the right one depends on what you need it for, so we've got all the models' vital stats here and explained in plain English, ready for you to peruse before you make your choice. So read on, and happy buying!

>> BUYING ADVICE YOU CAN TRUST

Our mission is to ensure that when you buy a Mac-related product, you are completely informed about its best and worst features. We have a cast-iron policy of editorial independence. **For the latest prices and full review see the TechRadar URL listed next to each review.**

How to buy a new Mac

Not sure which Mac to buy? We'll help you choose!



>>> DID YOU KNOW THIS?

The Mac Pro is also available in a Server Edition. Out of the box, it boasts a 2.8GHz CPU, two 1TB hard drives, 8GB of memory and the Server Edition of Snow Leopard.

The Mac Pro offers an ATI Radeon HD 5770 with 1GB GDDR5 graphics card, a 1TB hard drive and an 18x SuperDrive.



Apple sells its products every which way at once. You can buy a Mac direct from the online Apple Store (<http://store.apple.com/uk>); from one of the growing number of bricks-and-mortar Apple Stores around the country; from official 'Apple shops' within department stores, staffed by certified Apple Solutions Consultants; and from hundreds of independent Apple Authorised Resellers and Premium Resellers, variously selling online or on the high street.

The bigger independents buy direct from Apple, while others go through a network of distributors, listed at www.apple.com/uk/buy/distributors. Given this range of outlets, shopping around for your Mac could save you money – but probably not very much. There simply isn't

much profit margin for independent dealers to knock off. The Mac's popularity means Apple doesn't have to leave a big gap between its wholesale prices and Apple Store prices – effectively the minimum and maximum level at which retailers can sell their wares.

Authorised Resellers may knock a few pounds off Apple Store prices, and can also sell you other kit at competitive prices. Although you may find fractionally lower prices online, by choosing a local dealer you could get the

The entire iMac range now uses Intel's new Core i-series processors.



benefit of trying before you buy and having someone on hand to answer questions. Either way, Mac resellers tend to be very knowledgeable and keen to help.

There are a couple of other ways to cut the cost of a new Mac. Business buyers can save a fortune by

price of £1,429. Authorised Resellers can access these special rates and may even shave a bit more off for you.

To help you find the cash, Apple also offers financing options. For consumers, this spreads the payments, though you do pay interest. For businesses, flexible leasing knocks

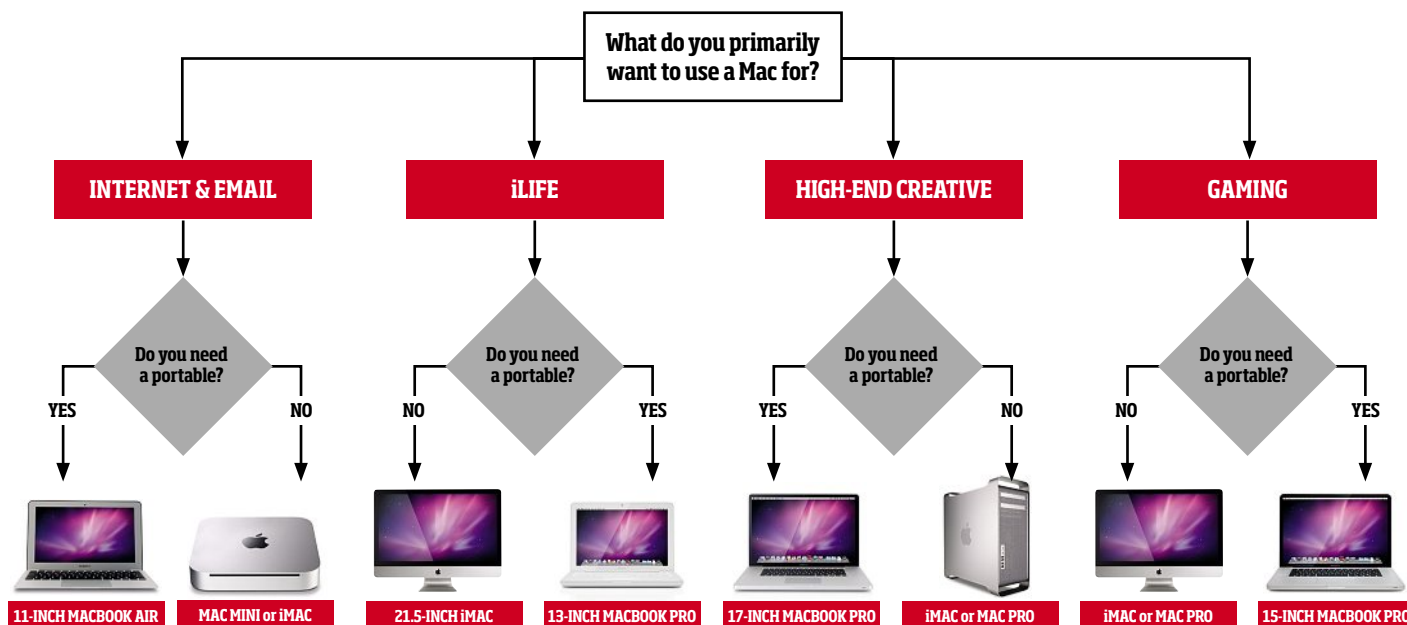
"Cut the cost of your new Mac. Business users can save a fortune by reclaiming the VAT and offsetting the purchase against tax"

reclaiming the VAT and offsetting the purchase against tax. If you're not eligible, you may still qualify for a discount from Apple. Any student or teacher can get special pricing, as listed at www.apple.com/uk/education/store. That includes schoolkids. The reductions aren't huge, but they're worth having: for example, a dual-core 27-inch iMac lists for £1,342, compared to the regular

more off your tax bill and lets you upgrade your hardware – and indeed software – when necessary without spending big chunks of capital. You can find out plenty more at www.apple.com/uk/financing.

Your budget will stretch even further with clearance, refurb and second-user deals. If you can suppress your envy of marginally newer, shinier kit, the best time to shop for a Mac is

>> CHOOSING A MAC / Which one is right for you?



just after Apple brings out new models. Wander down to John Lewis and you're quite likely to find the last of the old range with three-figure reductions. Do check the specs against the incoming versions, which will offer more for the same original price, but at the bottom end of the range you could pay less than the current entry-level for a perfectly good machine. Anywhere that holds Macs in stock is similarly worth a raid, and online retailers also have clearance bins.

Saving money

Apple itself has a surprisingly little-known online bargain basement at <http://store.apple.com/uk/browse/home/specialdeals/mac>. It's a treasure trove of cut-price kit, with some clearance items and many described as 'refurbished'. This usually means someone's bought a Mac, then changed their mind or found a problem and sent it back. Industry insiders tell us these returns often have absolutely nothing wrong with them, and in any case they're fully tested and any faults fixed before they're resold. They're guaranteed for a full year, extendable up to three years via AppleCare.

Besides deciding who to buy from, there's the tricky question of which



There's an Apple laptop for everyone, from the entry-level MacBook to the high-end MB Pro.

Mac to pick. You can have a MacBook, MacBook Pro, MacBook Air, Mac mini, iMac or Mac Pro. Most Mac families offer several standard models, plus

the next option doubles the hard disk space and adds a more powerful graphics card - but at £256 extra, you'd really have to want that graphics

"There's the tricky question of which Mac to pick. You can plump for a MacBook, MacBook Pro, MacBook Air, Mac mini, iMac or Mac Pro"

plenty of built-to-order options, adding up to hundreds of possibilities.

By comparing the prices of different configurations - easily done at <http://store.apple.com/uk> - you can suss out the best value. For example, the entry-level 21.5-inch iMac is a bargain at £1,020. If you want a higher spec,

card. But hang on: you're not limited to the preset models. By clicking the Select button, you can tweak the specs to create your own Mac. The only downside is that you'll need to allow a week or two for your own personal Mac to arrive. Just think of it as an exercise in delayed gratification.



>> DID YOU KNOW THIS?

The new MacBook Air comes in two screen sizes, with a smaller 11-inch model joining the existing 13-inch display. All MacBook Airs now offer solid-state storage.

How to choose the perfect Mac

Let us help you make the right purchase. Here are your options...

21.5-inch 3.06GHz £1,020

- 3.06GHz Intel Core i3
- 21.5-inch glossy widescreen (1,920x1,080 pixels)
- 4GB RAM (expandable to up to 16GB) • 500GB hard drive
- 8x double-layer SuperDrive (DVD±R DL/DVD±RW/CD-RW) • ATI Radeon HD 4670 discrete graphics with 256MB GDDR3 SDRAM • 4x USB 2.0 ports; 1x FireWire 800; 1xSD card • Ships with Mac OS X Snow Leopard, iLife '09, Magic Mouse, keyboard



iMac

Updated
July
2010

21.5-inch 3.2GHz £1,276

- 3.06GHz Intel Core i3
- 21.5-inch glossy widescreen (1,920x1,080 pixels)
- 4GB RAM (expandable to up to 16GB) • 1TB hard drive
- 8x double-layer SuperDrive (DVD±R DL/DVD±RW/CD-RW) • ATI Radeon HD 5670 graphics, 512MB GDDR3 memory • 4x USB 2.0 ports; 1x FireWire 800; 1xSD card • Ships with Mac OS X Snow Leopard, iLife '09, Magic Mouse, keyboard

27-inch 3.2GHz £1,429

- 3.2GHz Intel Core i3
- 27-inch glossy widescreen (2560x1440 pixels)
- 4GB RAM (expandable to up to 16GB) • 1TB hard drive
- 8x double-layer SuperDrive (DVD±R DL/DVD±RW/CD-RW) • ATI Radeon HD 5670 graphics, 512MB GDDR3 memory • 4x USB 2.0 ports; 1x FireWire 800; 1xSD card; video-in port • Ships with Mac OS X Snow Leopard, iLife '09, Magic Mouse, keyboard

27-inch 2.8GHz (Quad Core) £1,684

- 2.8GHz Intel Core i5 Quad Core • 27-inch glossy widescreen (2560x1440 pixels) • 4GB RAM (expandable to up to 16GB) • 1TB hard drive • 8x double-layer SuperDrive (DVD±R DL/DVD±RW/CD-RW) • ATI Radeon HD 5750 graphics, 1GB GDDR5 memory • 4x USB 2.0 ports; 1x FW 800; 1xSD card; video-in port • Mac OS X Snow Leopard, iLife '09, Magic Mouse, keyboard



>>>DID YOU KNOW THIS?

The Mac mini also comes in a Server Edition, which has no optical drive, but boasts twin 500GB hard drives.

2.4GHz 320GB £612

- 2.4GHz Intel Core 2 Duo
- 2GB RAM (2x 1GB DDR3 SDRAM) • 320GB Serial ATA, 5,400rpm hard drive
- 3MB shared L2 cache
- NVIDIA GeForce 320M with 256MB of shared DDR3 SDRAM
- 8x double-layer SuperDrive (DVD±R DL/DVD±RW/CD-RW)
- AirPort Extreme (802.11n)
- 1x FireWire 800 port
- 4x USB 2.0 • SD card slot
- Snow Leopard, iLife '09
- HDMI to DVI adapter



Updated
June
2010

Mac mini

Quad-Core

£2,041

- 2.8GHz Quad-Core Intel Xeon • 3GB RAM (expandable to up to 16GB) • ATI Radeon HD 5770 with 1GB of GDDR5 memory • Two Mini DisplayPorts, one DVI port • 1TB 7,200rpm Serial ATA 3Gb/s • 18x SuperDrive with double-layer support (DVD±R DL/DVD±RW/CD-RW) • 4x PCI Express 2.0 expansion slots • 5x USB 2.0; 4x FW 800 ports • Keyboard with numerical keypad & Magic Mouse

8-Core

£2,859

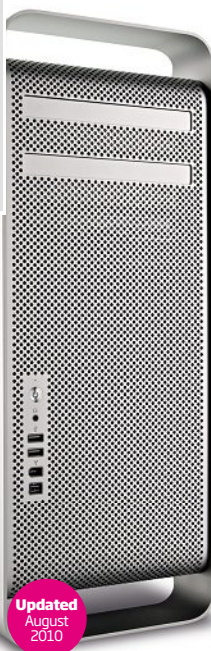
- Two 2.4GHz Quad-Core Intel Xeon • 6GB RAM (expandable to up to 32GB) • ATI Radeon HD 5770 with 1GB of GDDR5 memory • Two Mini DisplayPorts, one DVI port • 1TB 7,200rpm Serial ATA 3Gb/s • 18x SuperDrive with double-layer support (DVD±R DL/DVD±RW/CD-RW) • 4x PCI Express 2.0 expansion slots • 5x USB 2.0; 4x FW 800 ports • Keyboard with numerical keypad & Magic Mouse

12-Core

£4,083

- Two 2.6GHz 6-Core Intel Xeon • 6GB RAM (expandable to up to 32GB) • ATI Radeon HD 5770 with 1GB of GDDR5 memory • Two Mini DisplayPorts, one DVI port • 1TB 7,200rpm Serial ATA 3Gb/s • 18x SuperDrive with double-layer support (DVD±R DL/DVD±RW/CD-RW) • 3x PCI Express 2.0 expansion slots • 5x USB 2.0; 4x FW 800 ports • Keyboard with numerical keypad & Magic Mouse

Mac Pro



13-inch 2.4GHz

£1,020

- 13.3-inch LED-backlit glossy widescreen 1,280x800 pixels
- 2.4GHz Intel Core 2 Duo 3MB shared L2 cache
- 4GB (2x 2GB DDR3 SDRAM)
- 250GB, 5,400rpm Serial ATA
- SuperDrive 8x (DVD±R DL/DVD±RW/CD-RW) • NVIDIA GeForce 320M with 256MB DDR3 SDRAM • Precision aluminium unibody
- Mac OS X Snow Leopard and iLife • 1x FireWire 800, 2x USB 2.0, 1x SD card slot

13-inch 2.66GHz

£1,276

- 13.3-inch LED-backlit glossy widescreen 1,280x800 pixels
- 2.66GHz Intel Core 2 Duo 3MB shared L2 cache
- 4GB (2x 2GB DDR3 SDRAM)
- 320GB, 5,400rpm Serial ATA
- SuperDrive 8x (DVD±R DL/DVD±RW/CD-RW) • NVIDIA GeForce 320M with 256MB DDR3 SDRAM • Precision aluminium unibody
- Mac OS X Snow Leopard and iLife • 1x FireWire 800, 2x USB 2.0, 1x SD card slot

15-inch 2.4GHz

£1,530

- 15.4-inch LED-backlit glossy widescreen 1,440x900 pixels
- 2.4GHz Intel Core i5, 3MB shared L3 cache • 4GB (2x 2GB DDR3 SDRAM) • 320GB, 5,400rpm Serial ATA • SuperDrive 8x (DVD±R DL/DVD±RW/CD-RW) • Integrated Intel HD graphics + NVIDIA GeForce GT 330M with 256MB VRAM • Precision aluminium unibody • Mac OS X Snow Leopard and iLife • 1x FW 800, 2x USB 2.0, 1x SD card slot

15-inch 2.53GHz

£1,684

- 15.4-inch LED-backlit glossy widescreen 1,440x900 pixels
- 2.53GHz Intel Core i5, 3MB shared L3 cache • 4GB (2x 2GB DDR3 SDRAM) • 500GB, 5,400rpm Serial ATA • SuperDrive 8x (DVD±R DL/DVD±RW/CD-RW) • Integrated Intel HD graphics + NVIDIA GeForce GT 330M with 256MB VRAM • Precision aluminium unibody • Mac OS X Snow Leopard and iLife • 1x FW 800, 2x USB 2.0, 1x SD card slot

11-inch models

£867/£1,020

- 1.4GHz Intel Core 2 Duo processor • 11.6-inch LED-backlit glossy widescreen at 1366x768 pixels • 64GB or 128GB of flash storage • NVIDIA GeForce 320M graphics processor with 256MB of DDR3 SDRAM • 2GB of 1066MHz DDR3 SDRAM • Five-hour battery life, or 30 days on stand-by • Built-in FaceTime camera • 2x USB 2.0 ports, Ethernet, Mini DisplayPort

13-inch models

£1,122/£1,378 • 1.86GHz

- Intel Core 2 Duo processor • 13.3-inch LED-backlit glossy widescreen at 1440x900 pixels • 128GB or 256GB of flash storage • NVIDIA GeForce 320M graphics processor with 256MB of DDR3 SDRAM • 2GB of 1066MHz DDR3 SDRAM • Seven-hour battery life, or 30 days on stand-by • Built-in FaceTime camera • 2x USB 2.0 ports, Ethernet, Mini DisplayPort • SD reader

13-inch white 2.4GHz

£867

- 13.3-inch glossy widescreen, 1,280x800 pixels • 2.4GHz Intel Core 2 Duo • 3MB shared L2 cache • 2GB RAM (2x DDR3 SDRAM) • 250GB Serial ATA, 5,400rpm • 8x SuperDrive (DVD±R DL/DVD±RW/CD-RW) • NVIDIA GeForce 320M with 256MB shared DDR3 SDRAM • AirPort Extreme • Built-in iSight video camera • Bluetooth 2.0

15-inch 2.66GHz

£1,838

- 15.4-inch LED-backlit glossy widescreen 1,440x900 pixels
- 2.66GHz Intel Core i7, 4MB shared L3 cache • 4GB (2x 2GB DDR3 SDRAM) • 500GB, 5,400rpm Serial ATA • SuperDrive 8x (DVD±R DL/DVD±RW/CD-RW) • Integrated Intel HD graphics + NVIDIA GeForce GT 330M with 512MB VRAM • Precision aluminium unibody • Mac OS X Snow Leopard and iLife • 1x FW 800, 2x USB 2.0, 1x SD card slot

17-inch 2.53GHz

£1,939

- 17-inch LED-backlit glossy widescreen 1,920x1,200 pixels
- 2.53GHz Intel Core i5 3MB shared L3 cache • 4GB (2x 2GB DDR3 SDRAM) • 500GB, 5,400rpm Serial ATA • SuperDrive 8x (DVD±R DL/DVD±RW/CD-RW) • Integrated Intel HD graphics + NVIDIA GeForce GT 330M with 512MB VRAM • Mac OS X Snow Leopard and iLife • 1x FireWire 800, 3x USB 2.0, 1x ExpressCard/34 slot



Updated
October
2010

MacBook Air



Updated
May
2010

MacBook



Updated
April
2010

MacBook Pro

What about an iPhone or iPad?

Apple's mobile devices are designed to sync perfectly with your Mac



>>> DID YOU KNOW THIS?

There are several models of Apple's iPad to choose from. You can select storage capacities of 16GB, 32GB and 64GB. Each of these are available with Wi-Fi-only connectivity, or Wi-Fi and 3G.

Both the iPhone and iPad have a touchscreen, come with email and web-browsing applications and are capable of running third-party apps that you can get from Apple's App Store. But the iPad isn't simply a bigger iPhone. The iPhone is first and foremost a phone, and like all mobile phones, unless you buy it on Pay as You Go (which makes the device itself much more expensive) you're going to be tied into a phone contract.

If you want all the features of the iPhone but without the phone part, then consider getting an iPod touch instead (see over the page). If you're looking for a phone then you'll find the iPhone is designed to cover all your data needs while you're on the go, and fits in your pocket.

In contrast, the iPad is a device that sits somewhere between an iPhone and a Mac. It also comes with a 3G data contract option, but that doesn't include phone calls. The only phone calls you can make with it will be digitally, using VoIP apps, such as Skype. While a lot of people find the iPhone perfectly acceptable for home use, if you just need to check your email or do a quick bit of web surfing, the iPad is positively designed to be used from your sofa. It has built-in Wi-Fi, which

The iPhone 4 has a much better screen than previous models. This Retina display has a 960x640 pixel resolution.



Use your iPad to surf the web, run apps, send and receive emails, and listen to your music.

means you can check emails and browse the web on your wireless network at home. Here it would fulfil most functions of a laptop, but don't fall into the trap of thinking of the iPad as a replacement for a home computer.

"The iPad uses solid-state memory, so it's pretty-much instant on. There's no waiting around for it to boot up. It's also lightweight"

It's fundamentally designed to be an accessory. You're meant to keep your data on your Mac and sync your iPad with it, not the other way around.

It does have some big advantages over a Mac laptop, though. For a start, because it uses solid-state memory it's pretty-much instant on. There's no waiting around for it to boot up. It's also lightweight, extremely portable and the perfect size to be used as an ebook reader.

The iPhone currently comes in two versions, the 3GS and iPhone 4. The

latest model, the iPhone 4, features a stunning new 960x640 high-resolution display, making it much easier to read on-screen text. The screen itself is now IPS (in plane switching) for great viewing

angles. However you hold it, the colours won't shift. There's also a front-facing camera for video chat and HD video recording using the rear camera.

The iPad comes in three capacities, 16GB, 32GB and 64GB, and is available in Wi-Fi or Wi-Fi + 3G versions. The 3G version costs £102 more initially and comes with data plans from either O2, Orange or Vodafone. Prices start at £439 for the 16GB Wi-Fi version, and go up to £714 for the top-of-the-range 64GB Wi-Fi + 3G iPad.



iPad

Launched
May
2010



iPad 16GB

£439 (Wi-Fi)

£541 (Wi-Fi + 3G)

- 9.7-inch (diagonal) LED-backlit glossy widescreen
- 1024x768 pixels • 1GHz Apple A4 processor • Up to 10 hours surfing on Wi-Fi, watching video or listening to music • 3.5mm stereo headphone jack • Built-in speaker • Microphone
- 242.8x189.7x13.4mm
- 680g (Wi-Fi) • 730g (Wi-Fi + 3G) • Requires Mac OS X 10.5.8 or later, USB 2.0 port

iPad 32GB

£510 (Wi-Fi)

£612 (Wi-Fi + 3G)

- 9.7-inch (diagonal) LED-backlit glossy widescreen
- 1024x768 pixels • 1GHz Apple A4 processor • Up to 10 hours surfing on Wi-Fi, watching video or listening to music • 3.5mm stereo headphone jack • Built-in speaker • Microphone
- 242.8x189.7x13.4mm
- 680g (Wi-Fi) • 730g (Wi-Fi + 3G) • Requires Mac OS X 10.5.8 or later, USB 2.0 port

iPad 64GB

£612 (Wi-Fi)

£714 (Wi-Fi + 3G)

- 9.7-inch (diagonal) LED-backlit glossy widescreen
- 1024x768 pixels • 1GHz Apple A4 processor • Up to 10 hours surfing on Wi-Fi, watching video or listening to music • 3.5mm stereo headphone jack • Built-in speaker • Microphone
- 242.8x189.7x13.4mm
- 680g (Wi-Fi) • 730g (Wi-Fi + 3G) • Requires Mac OS X 10.5.8 or later, USB 2.0 port

» APPS EVERYWHERE

The iPad, iPhone and the iPod touch featured over the page can all install and run apps from Apple's App Store. Many of these apps (such as the Facebook app, or *Twitterrific*) are free, but even the paid-for apps are inexpensive compared to the prices of software for the Mac. However, there's one obvious problem: the iPad has a 9.7-inch screen, while the iPhone has a 3.5-inch screen. Obviously, apps designed to run on the iPhone are going to look tiny on the iPad's larger display.

To make them fit, Apple has introduced something called 'pixel doubling'. Every pixel in the app is doubled, so the app becomes twice the size it was before, thus filling the screen (well, pretty much). You also have the option of running the app at its native resolution on the iPad if you prefer, although this can look strange as the app then sits in a sea of blackness. The pixel-doubling approach can make apps look a little bit fuzzy, especially games, but it appears to be a good enough solution for most apps.

Apple is, of course, encouraging developers to design apps specifically for the iPad's larger screen, so if you're an iPad owner, look out for iPad-only versions of your favourite apps from the App Store. Not only do they look better than their iPhone originals, but the larger screen size means developers can fit extra controls and features into the interface. That means more fun to be had in games, for example.

Some apps are only be available for the iPad. Apple is starting the ball rolling here by releasing its *iWork* suite (consisting of *Pages*, *Numbers* and *Keynote*) for the iPad only. Conversely, apps that utilise the camera on the iPhone obviously won't work on the iPad. Look out for apps with a '+' symbol next to their price on the App store. This means the apps will work perfectly on both iPad and iPhone.

Apps that take advantage of the iPad's larger screen are becoming more common.

iPhone

Updated
June
2010



iPhone 3GS 8GB

£428 (Pay & Go)

- Available in black
- 3.5-inch widescreen
- 320x480 pixels • Wi-Fi (802.11b/g) • Quad-band GSM, tri-band 3G • Assisted GPS • Bluetooth 2.0 + EDR
- Photo and video geotagging
- Battery lasts up to 30 hours (audio) • Battery lasts up to 10 hours (video) • Battery lasts up to 12 hours (talktime)
- 115.5x62.1x12.3mm
- 135g • Requires Mac OS X 10.4.11 or later

iPhone 4 16GB

£510 (Pay & Go)

- Available in black or white
- 3.5-inch widescreen
- 960x640 pixels • Wi-Fi (802.11b/g/n) • Quad-band GSM, tri-band 3G • Assisted GPS • Bluetooth 2.1 + EDR
- Photo and video geotagging
- Battery lasts up to 40 hours (audio) • Battery lasts up to 10 hours (video) • Battery lasts up to 14 hours (talktime)
- 115.5x58.6x9.3mm
- 137g • Requires Mac OS X 10.5.8 or later

iPhone 4 32GB

£612 (Pay & Go)

- Available in black or white
- 3.5-inch widescreen
- 960x640 pixels • Wi-Fi (802.11b/g/n) • Quad-band GSM, tri-band 3G • Assisted GPS • Bluetooth 2.1 + EDR
- Photo and video geotagging
- Battery lasts up to 40 hours (audio) • Battery lasts up to 10 hours (video) • Battery lasts up to 14 hours (talktime)
- 115.5x58.6x9.3mm
- 137g • Requires Mac OS X 10.5.8 or later



Choosing an iPod

Which model is best for you?

The September 2010 iPod refresh saw every model except the classic updated. The shuffle returned to its old form factor, regaining its on-body controls, but retaining VoiceOver technology that lets the iPod read the title and artist information. For reasons unspecified, the 4GB model has disappeared, leaving only a 2GB iPod shuffle.

The iPod nano underwent the most radical overhaul. The latest

model features a square design with touchscreen controls, but has lost its video camera. It's a lot smaller and lighter, though, so you might consider this a fair trade.

Unsurprisingly, the iPod touch benefits from technologies introduced with the iPhone 4, such as a Retina Display and FaceTime. It also has a rear-facing camera that can record 720p HD. And don't forget the iPod classic, which still offers the best price per GB. ●

iPod shuffle 2GB

£40

- Up to 500 songs
- No ability to display photos or videos
- Available in five colours: silver, blue, green, yellow, pink
- No screen, but the control pad returns
- VoiceOver technology lets your iPod talk to you
- 3.5-mm stereo headphone jack is used for both audio out and USB charging
- Battery lasts up to 15 hours
- 29x31.6x8.7mm • 12.5g



iPod shuffle

Updated September 2010

Updated September 2010

iPod nano



iPod classic



iPod classic 160GB

£197

- Up to 40,000 songs
- Up to 25,000 photos
- Up to 200 hours of video
- Available in black and silver
- 2.5-inch screen
- 320x240 pixels
- Battery lasts up to 36 hours (audio)
- Battery lasts up to 6 hours (video)
- 103.5x61.8x10.5mm
- 140g

Updated September 2009

iPod nano 8GB

£131

- Up to 2,000 songs
- Up to 7,000 photos
- Includes Nike+iPod support
- Available in silver, black, blue, green, yellow, pink and red (Apple Store exclusive)
- 1.54-inch diagonal Multi-Touch screen • 240x240 pixel resolution (220 pixels per inch) • Battery lasts up to 24 hours • Includes VoiceOver technology and an FM radio
- 37.5x40.9x8.78mm
- 21.1g

iPod nano 16GB

£163

- Up to 4,000 songs
- Up to 14,000 photos
- Includes Nike+iPod support
- Available in silver, black, blue, green, yellow, pink and red (Apple Store exclusive)
- 1.54-inch diagonal Multi-Touch screen • 240x240 pixel resolution (220 pixels per inch) • Battery lasts up to 24 hours • Includes VoiceOver technology and an FM radio
- 37.5x40.9x8.78mm
- 21.1g

iPod touch



iPod touch 8GB

£193

- Up to 1,750 songs
- Up to 10,000 photos
- Up to 10 hours of video
- Available in black
- 3.5-inch screen, 960x640 pixels • Wi-Fi (802.11b/g/n, 802.11n at 2.4GHz only)
- Nike + iPod support
- Battery lasts up to 40 hours (audio) seven hours (video)
- Video recording at 720p HD, up to 30 frames per second
- 960x720 still photos
- 111x58.9x7.2mm • 101g

Updated September 2010

iPod touch 32GB

£254

- Up to 7,000 songs
- Up to 25,000 photos
- Up to 40 hours of video
- Available in black
- 3.5-inch screen, 960x640 pixels • Wi-Fi (802.11b/g/n, 802.11n at 2.4GHz only)
- Nike + iPod support
- Battery lasts up to 40 hours (audio) seven hours (video)
- Video recording at 720p HD, up to 30 frames per second
- 960x720 still photos
- 111x58.9x7.2mm • 101g

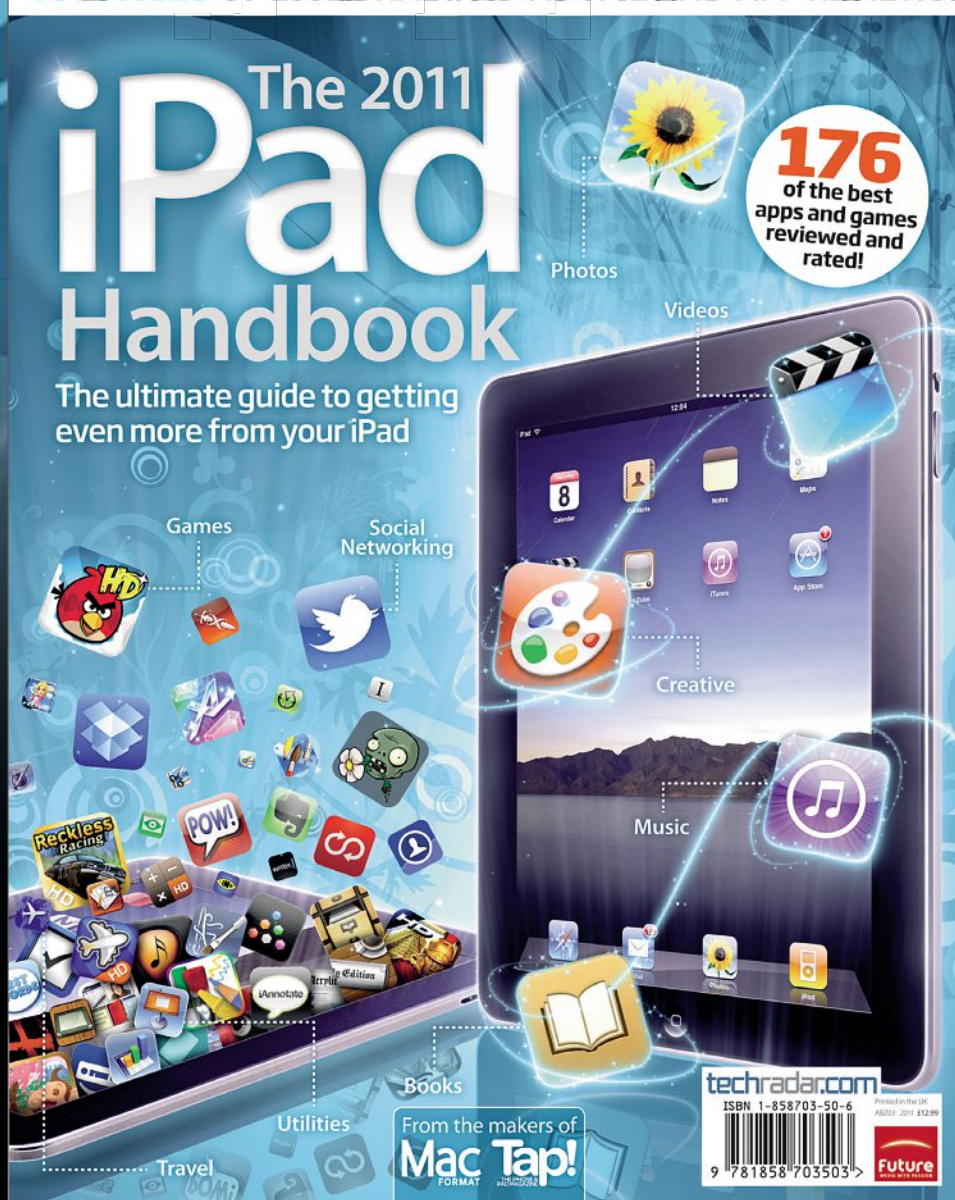
iPod touch 64GB

£336

- Up to 14,000 songs
- Up to 50,000 photos
- Up to 80 hours of video
- Available in black
- 3.5-inch screen, 960x640 pixels • Wi-Fi (802.11b/g/n, 802.11n at 2.4GHz only)
- Nike + iPod support
- Battery lasts up to 40 hours (audio) seven hours (video)
- Video recording at 720p HD, up to 30 frames per second
- 960x720 still photos
- 111x58.9x7.2mm • 101g

Available now

180 PAGES OF ESSENTIAL iPad ADVICE AND APP REVIEWS



Make more of your iPad TODAY!

The 2011 iPad Handbook is your essential companion for getting the most from your iPad – whatever you use it for. Packed with 180 pages of iPad advice and over 175 app reviews, this is the only guide you need!

Available at selected branches of **WHSmith**
or visit www.myfavouritemagazines.co.uk/computer

TOP 10 Tap! Apps

The best apps for the iPhone, iPad & iPod touch this month

TED



Educate yourself on all things technology, entertainment and design.
iPad; £FREE

SWITCH



An elegant multi-user web browser for your iPad, to keep your surfing private.
iPad; £2.99

DUE



Set yourself reminders and countdowns so you never forget your appointments.
iPhone/iPod touch; £1.79

THETRAINLINE



Plan your train journey, get a seven-day timetable and buy tickets for travel.
iPhone/iPod touch; £FREE

CALVETICA



Replace the Calendar app with one that's quicker and more intuitive to use.
iPhone/iPod touch; £1.79

ARTRAGE



Paint on the iPad as though you're using traditional media. Loved by artists.
iPad; £3.99

KORG IMS-20



Turn your iPad into a great-sounding classic synth for under a tenner.
iPad; £9.49

TAP2CALL



Create one-touch speed dial call buttons on your Home screen. Neat.
iPhone; 59p

MOMENTO



Keep a private diary on your iPhone, then look back on your life's key moments.
iPhone/iPod touch; £1.79

FOODSPOTTING



Find great nearby eateries that have been reviewed by locals. Mouthwatering.
iPhone/iPod touch; £FREE

Looking for more great apps for your iPhone? Try Tap! the iPhone and iPad magazine
www.tapmag.co.uk
ONSALE NOW!



BUYERS' GUIDE

>> KEYBOARDS & MICE

Apple Magic Trackpad



★★★★★
Price: £60 Reviewed: Issue 226
Web: www.apple.com/uk
Full review: www.techradar.com/713555
Key specs: 13.13x13.01x1.83cm; Bluetooth connectivity; powered by 2x AA batteries; requires Mac OS X 10.6.4

- + Brings the MacBook's famous gestures to Apple's desktop range
- Snow Leopard only

"Well conceived and beautifully executed, it's well worth a try if you use a Mac Pro, iMac or Mac mini at home or work."

Wacom Bamboo Fun Small ★★★★★



Price: £84 Reviewed: Issue 214
Full review: www.techradar.com/637575
Key specs: 1,024 pressure levels; Gestures
+ Gesture support, good software bundle
- Expensive

Microsoft Arc Mouse ★★★★★



Price: £29 Reviewed: Issue 229
Full review: www.techradar.com/913796
Key specs: Wireless operation; foldable form factor
+ Highly portable. Has four customisable buttons
- Might not suit those who like a small mouse

>> PRINTERS & ALL-IN-ONES

Canon PIXMA MP640



★★★★★
Price: £200 Reviewed: Issue 215
Web: www.canon.co.uk
Full review: www.techradar.com/644919
Key specs: Printer (9,600x2,400dpi, 5-ink printing); supports all major memory card formats; on-body printing

- + Phenomenal feature package; great print quality
- Weak instructions might confuse newbies

"The mix of stellar print quality and an excellent feature package make the Canon MP640 a great buy."

Canon PIXMA MG6150 ★★★★★



Price: £150 Reviewed: Issue 227
Full review: www.techradar.com/719361
Key specs: Six-tank inkjet; touch-sensitive controls
+ Comprehensive connectivity; stellar print quality
- Could be faster

Samsung ML-2855ND ★★★★★



Price: £154 Reviewed: Issue 221
Key specs: Mono laser printer
+ Incredible value to run and great print quality
+ Elegant, well-realised text and decent images
+ Helpful screen to guide you through problems

>> DISPLAYS

Apple Cinema Display



★★★★★
Price: £918 Reviewed: Issue 229
Web: www.apple.com/uk
Full review: www.techradar.com/912746
Key specs: 27-inch LED screen, 2,560x1,440, 12ms response time, 3x self-powered USB ports, iSight camera

- + Bright and sharp; good speakers; single cable to Mac
- Height not adjustable; very expensive; average colour consistency

"The picture's sharp and the colours are bright and vivid, but just look at that price tag. Quality, but too expensive."

Samsung 2233SW ★★★★★



Price: £169 Reviewed: Issue 213
Full review: www.techradar.com/908753
Key specs: Low-cost SyncMaster monitor
+ Excellent value for money
- No speakers

Samsung FX2490HD ★★★★★



Price: £266 Reviewed: Issue 230
Full review: www.techradar.com/908753
Key specs: 24-inch LED screen, 1,920x1,280 res
+ Great screen, good audio, includes TV tuner
- Lacks adjustability, pricey and lacks HD channels

>> SPEAKERS/HEADPHONES

Scosche IDR655m



★★★★★
Price: £60 Reviewed: Issue 223
Web: www.scosche.com
Full review: MF issue 223 group test
Key specs: Frequency response 15Hz-20KHz; weight 11g; cable length 139cm; six pairs of tips and a carry pouch

- + Excellent audio quality; inline controls, with volume adjustment
- Felt like they should fit a little deeper in the ear

"Excellently placed mic and controls, a beautifully lively sound and a comprehensive feature set."

Arcam rCube ★★★★★



Price: £500 Reviewed: Issue 231
Full review: www.techradar.com/926264
Key specs: Mains or rechargeable battery-powered
+ Stellar sound; robust and stylish; transportable
- Harshly exposes heavily compressed MP3s

Creative ZiiSound D5 ★★★★★



Price: £280 Reviewed: Issue 224
Full review: www.techradar.com/702310
Key specs: Bluetooth speaker set for Mac and iPod
+ Impressive sound; solid Bluetooth connection
- Not great at shaping the sound

BUYERS' GUIDE

>> DIGITAL CAMERAS

Samsung WB2000



★★★★★

Price: £266 **Reviewed:** Issue 228
Web: www.samsung.com
Full review: www.techradar.com/905154
Key specs: 10MP resolution; 4.3-21.5mm lens; JPEG, raw and H.264 file formats; SD and SDHC card formats; weighs 153.3g

- ⊕ Superb image quality; 1080p video; good creative control
- ⊖ Some handling issues

"A great standalone cam or partner to an SLR, with fine video to boot. Photos and video are pure quality."

Leica V-LUX 20 ★★★★★



Price: £465 **Reviewed:** Issue 224
Full review: www.techradar.com/702331
Key specs: 12.1MP; Leica DC-VARIO-ELMAR lens
 ⊕ Powerful 12x zoom option; GPS tagging
 ⊖ Expensive for a compact

Samsung ST1000 ★★★★★



Price: £230 **Reviewed:** Issue 215
Full review: www.techradar.com/644939
Key specs: OS X 10.4 or later
 ⊕ Good pics and movies; great GPS
 ⊖ Too expensive

>> DIGITAL VIDEO CAMERAS

Samsung VP-HMX 20C



★★★★★

Price: £375 **Reviewed:** Issue 202
Web: www.samsung.com/uk
Full review: www.techradar.com/528224
Key specs: 2.7-inch LCD; movie capture at 2.1MP and still image at up to 4MP; HD lens delivering 10x optical and 10x digital zoom

- ⊕ Good screen; lightweight; offers full HD resolution
- ⊖ Really need to shop around to find affordable price

"This lightweight HD camera captures high-quality video and still images. Its 80GB internal memory is a plus point."

Canon HV30 ★★★★★



Price: £1,140 **Reviewed:** Issue 201
Full review: www.techradar.com/468942
Key specs: HDV; DIGIC II processor; MiniDV/SD card
 ⊕ Superb stills and video; better than HDD
 ⊖ Cumbersome to use

Panasonic SDR-S26 ★★★★★



Price: £150 **Reviewed:** Issue 207
Full review: www.techradar.com/561668
Key specs: Sensor: 1/8 inch CCD; Compression: MPEG-2
 ⊕ Small enough to fit in coat pocket
 ⊖ Files need converting to play on Mac

>> ROUTERS/NETWORKING

AVM FRITZ!Box 7390



★★★★★

Price: £250 **Reviewed:** Issue 229
Web: www.fritzbox.eu
Full review: www.techradar.com/912929
Key specs: 802.11n, g, b and a; dual band 2.4GHz and 5GHz; power consumption 6-8 watts; integrated DECT base station

- ⊕ Packed with features, including dual band wireless 'n'; very fast
- ⊖ Expensive, especially if you don't want the telephony functions

"Fast and feature-rich, the FRITZ!Box 7390 could transform your home network. Great traffic-shaping features too."

Devolo dLAN Wireless 'n' ★★★★★



Price: £115 **Reviewed:** Issue 231
Full review: www.techradar.com/926334
Key specs: Three Ethernet ports plus Wi-Fi
 ⊕ Easy to set up and use; versatile; fast speeds
 ⊖ A little bulky for some skirting boards

Janus Wi-Fi Adapter ★★★★★



Price: £55 **Reviewed:** Issue 225
Full review: www.techradar.com/709609
Key specs: Range of up to 1000 metres
 ⊕ Powerful and solid wireless networking
 ⊖ Instructions for Mac users not great

>> STORAGE

Mobile Drive CLS



★★★★★

Price: £varies **Reviewed:** Issue 226
Web: www.freecom.com
Full review: www.techradar.com/713563
Key specs: Dock takes up to three portable drives; drives available in capacities of 250, 320, 500 and 640GB; USB 2.0.

- ⊕ Convenient; stylish design; flexible; reasonable performance
- ⊖ Standard drives offer a better price-per-GB ratio

"A neat, inexpensive hard disk docking station that makes us go all nostalgic. Nice rubber finish too."

Buffalo Dualie 500GB ★★★★★



Price: £119 **Reviewed:** Issue 220
Full review: www.techradar.com/678951
Key specs: USB 2.0 and FireWire connectivity
 ⊕ Attractive, robust, space-saving design
 ⊖ Expensive; drive slows when iPhone docked

Apple Time Capsule 2TB ★★★★★



Price: £396 **Reviewed:** Issue 213
Full review: www.techradar.com/629850
Key specs: 1x USB 2.0, 3x Ethernet, 1x WAN
 ⊕ Simultaneous dual band; high capacity
 ⊖ No built-in modem

TOP 10 Tap! Games

The best games for the iPhone, iPad & iPod touch this month

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iPad; £2.39

GALAXY ON FIRE 2



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CHAMPIONSHIP MANAGER 2011



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NEED FOR SPEED HOT PURSUIT



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iPhone/iPod touch; £2.99

INFINITY BLADE



Slash and swipe your way through the best-looking game to grace iOS.

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SPACE INVADERS INFINITY GENE



This starts as the arcade classic and morphs into an exciting and modern game.

iPhone/iPod touch/iPad; £2.99

MODERN COMBAT 2 HD



The best first-person shooter you'll find on the iPad. Really impressive.

iPad; £3.99

BUBBLE PETS



Proper old-skool pixelated fun – guide pets home safely, avoiding the baddie.

iPhone/iPod touch/iPad; £1.19

THEY NEED TO BE FED



A fun – but short – platform game that packs in plenty of challenges along the way.

iPhone/iPod touch; 59p

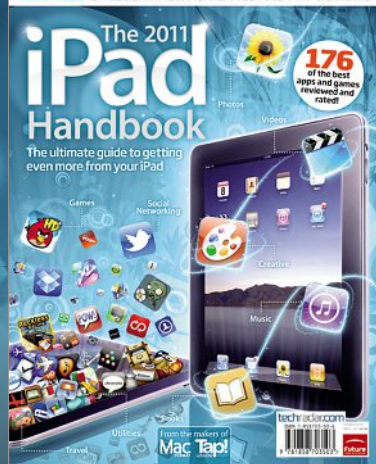
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>> HOME OFFICE

Scrivener 2.0



★★★★★

Price: £30 **Reviewed:** Issue 229
Web: www.literatureandlatte.com
Full review: www.techradar.com/913378
System reqs: A Mac with either an Intel or an older PPC processor can be used; minimum version of OS X is 10.4; Tiger

- ⊕ Great new features; improved corkboard; better outlining
- ⊖ Some aspects are quite complex

"Far and away the best application available for long-form writing, on any platform. A superb update."

MS Office for Mac 2011 ★★★★★



Price: From £76 **Reviewed:** Issue 228
Full review: www.techradar.com/903277
System reqs: OS X 10.5.8 or later; Intel Mac
 ⊕ Cheaper and faster than 2008; new features
 ⊖ No upgrade pricing

FileMaker Pro 11 ★★★★★



Price: £257 **Reviewed:** Issue 221
Full review: www.techradar.com/683719
System reqs: OS X 10.5.7 or later
 ⊕ Easy to use; built-in charts; Quick Find
 ⊖ No image import from Bento

>> VISUAL TOOLS & LAYOUT

Freeway 5.5 Pro



★★★★★

Price: £155 **Reviewed:** Issue 230
Web: www.softpress.com
Full review: www.techradar.com/919171
System reqs: Mac OS X 10.5 or higher; Intel or PowerPC processor; Tiger users can run Version 5.4.3

- ⊕ Powerful layout controls; built-in web image optimising; new features
- ⊖ Weak HTML import; only one undo

"Freeway 5.5 Pro is great for website design work, and doesn't ask for a degree in coding first."

BeLight Swift Publisher ★★★★★



Price: £29 **Reviewed:** Issue 222
Full review: MF Issue 222 group test
System reqs: Mac OS X 10.3.9 or later
 ⊕ Simple, intuitive and effective layout tools
 ⊖ Takes a little time to learn how to use it

Photoshop Elements 9 ★★★★★



Price: £58 (£65 bundled) **Reviewed:** Issue 227
Full review: www.techradar.com/719934
System reqs: OS X 10.4.11+, Intel Mac, 512MB
 ⊕ New Guided Edit mode; Layer masks; Organizer
 ⊖ Some features not so effective

>> SYSTEM UTILITIES

Bjango iStat Menus 3



★★★★★

Price: £11 **Reviewed:** Issue 223
Web: www.bjango.com
Full review: www.techradar.com/694688
System reqs: OS X 10.5 or later. The last version to offer compatibility with OS X 10.4; Tiger was iStat Menus 1.3

- ⊕ Updated interface; simpler installation; great new features
- ⊖ It's no longer free, though it's certainly worth paying for

"A solid upgrade to what was already a first-rate add-on for any Mac. A great application that continues to improve."

Stuffit Deluxe 2011 ★★★★★



Price: £33 **Reviewed:** Issue 229
Full review: www.techradar.com/912996
System reqs: OS X 10.6 or later
 ⊕ Fast compression; good workflow management
 ⊖ Not for occasional users

VueScan 9.0 ★★★★★



Price: From \$40 (£12) **Reviewed:** Issue 231
Full review: www.techradar.com/926342
System reqs: OS X 10.3.9 or later
 ⊕ Extends the life of out-of-date scanners
 ⊖ The wizard could do more

>> MULTIMEDIA SOFTWARE

Apple iLife '11



★★★★★

Price: £46 **Reviewed:** Issue 229
Web: www.apple.com/uk
Full review: www.techradar.com
System reqs: Intel processor; 1GB RAM; Mac OS X 10.6.3 or later; 5GB HDD space; display, min. 1280x768-pixel resolution.

- ⊕ Great new features for iPhoto, iMovie and GarageBand
- ⊖ iDVD and iWeb not updated; the iLife suite is now Snow Leopard-only

"It's a pity iLife '11 is Intel-only, but as PowerPC Macs were discontinued in 2006, it's probably time to let go."

Apple Logic Studio ★★★★★



Price: £417 **Reviewed:** Issue 213
Full review: www.techradar.com/625541
System reqs: Intel Mac; 1GB RAM; Mac OS X 10.5.7
 ⊕ Powerful music studio; great tools; good value
 ⊖ Some minor bugs in the initial release

Anime Studio Debut 6 ★★★★★



Price: £32 **Reviewed:** Issue 225
Full review: www.techradar.com/709610
System reqs: 256MB RAM; OS X 10.4 or later
 ⊕ Great new tools, including masking function
 ⊖ It's not the Mac's best-looking app

Mac FORMAT

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How hard is it to make your own iPhone app?

HOW TO...

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Find fellow Mac enthusiasts near you! Here's a list of the UK & Ireland MUGs

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www.abdnmug.co.uk

[2] Bristol & Bath MUG
Bath
info@bbmug.co.uk
www.bbmug.co.uk

[3] BBath Mac User Network
Bath
liz@farpoint.co.uk
www.farpoint.co.uk

[4] Berkshire & North Hampshire MUG
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[5] Blackburn MUG
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[6] Bracknell Forest MUG
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www.bfmuguk.org

[7] ClubMac Ireland
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www.clubmac.ie

[8] Cork University College
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www.ucc.ie/mug

[9] Cumbria Mac Enthusiasts
Barrow-in-Furness
contact@macenthusiasts.co.uk
http://www.macenthusiasts.co.uk

[10] Deaf Mac Users
Website group for the hard of hearing
nick@sturley.co.uk
http://tech.groups.yahoo.com/group/deaf-macs/

[11] Durham University MUG
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[13] Exeter MUG
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[15] Glasgow MUG
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[17] Isle of Wight MUG
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[18] Kent & East Sussex MUG
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[19] London MUG
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[25] Oban MUG
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[26] OxMUG
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[27] Southampton Uni
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[28] South Essex MUG
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chairman@seal-apple.co.uk
www.seal-apple.co.uk

» MUG OF THE MONTH / Isle of Wight



Thanks to the internet, this particular Mac User Group has managed to make connections between members in the local community without ever having held an actual meeting! While plans for a proper meeting are still on the agenda at some point, that magical first gathering still hasn't happened. Even so, thanks to their great website and online forum they've shared information and helped each other out with Mac-related problems. You can find out more about the Isle of Wight Mac User Group at <http://iowaug.org.uk>.

[29] South Wales MUG
Cardiff
swmug@applewiz.biz
www.swmug.org.uk

[30] Sneem MUG
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www.smug.ie

[31] Stroud Mac User Group
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[32] Suffolk Mac User Group
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http://twmug.org.uk/

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On the disc

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Graphic Converter 5.9.5

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will create slideshows, handle a range of metadata and produce catalogues for the web or printing. It can open more than 200 types of file, save to over 80, and can batch-process your images too.

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>> CALCULATOR

Soulver 2.1.2

Make quick calculations



Soulver is more than just a basic calculator that only deals in

numbers. This little app enables you to type sentences in and it'll pick out the numbers. You can also annotate your calculations, work things out over several lines and refer back to previous ones. It will also do conversions of percentages and currency.

Other apps

We've secured you the latest version of *Soulver* on the disc, but its developers Acqualia make other apps too. To find more of them, simply do a search for Acqualia on the Mac App Store.

>> NETWORK SHARING

ShareTool 1.3

Access your home network



Ever wanted to access your home network remotely? *ShareTool 1.3.8*

lets you connect to your home setup, so that many of the things you've got running in your house will work when you're out and about. Print remotely, access iTunes Home Sharing over the internet and more over a secure connection.

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>> READER OFFERS

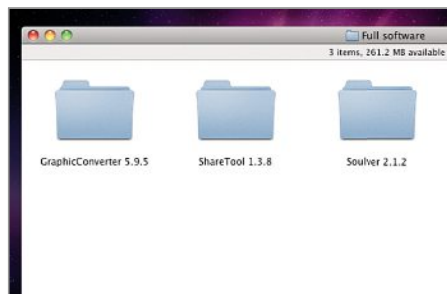
If you like the look of Ubermask (read our review on page 94), you'll be happy to learn that MacFormat readers can get a 10% discount on the program by going to <http://bit.ly/ubermask>.

>> HOW TO / Install the programs on your disc



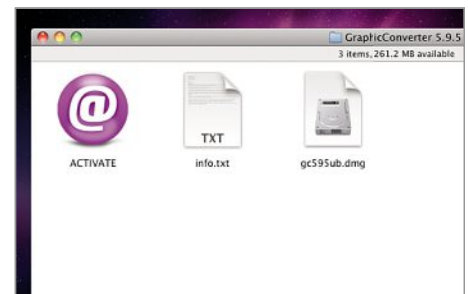
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02 The software

Navigate through the folders as you would those on your hard disk. Using the *Finder*, click on the names that correlate with the magazine sections and you'll be greeted with folders for each of the applications.



03 Getting the apps

Each software folder will house at least three icons. The first is an info text file where you can read more about the product. Then comes a webloc site link and, finally, the app itself. Drag it to your desktop to open. ●

ON THE DISC

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FORMAT

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Dropbox 1.0.20
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TextWrangler 3.5.3
UberMask 1.1

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Amazon Album Art 2.13
CleanMyMac 1.9.4
Fetch Art for iTunes 2.5.4
PhoneView 2.6.1
Pixelmator
SugarSync Manager 1.0.9

OTHER RESOURCES

Software recommended

GraphicConverter 7.1
ShareTool 2.2.1

Top freeware

AppTrap 1.1.6
Buddi 3.4.0.7
DiskWave 0.2.6.132
GuitarTools 0.83
Houdini 1.0
MusicBrainz Picard 0.12.1
NcFTP Client 3.2.5
Sleepytime 1.1.2
TextWrangler 3.5.1
Th-MakerX 3.1.1



>> FINDING A SERIAL CODE



With the new interface comes a slight adjustment in your route to full product activation. The majority of this software will still require you to register online for activation. But now, you'll need to double-click the webloc '@' icon.

Future Technology coverdisc

This disc has been thoroughly scanned and tested at all stages of production, but - as with any new software - we still recommend that you run a virus checker before use. We also recommend that you have an up-to-date backup of your hard disk(s) before using this disc.

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www.futurenet.co.uk/support. On this regularly updated website, you'll find solutions to numerous commonly reported problems. If, after reading these, you are still experiencing difficulties, then please email our reader support team (support@futurenet.co.uk) or phone 01225 442244 and ask for coverdisc support.

Please note that we can only provide technical support for the installation of software. Unfortunately, we cannot give in-depth help on the applications, or on your hardware or operating system. For software support-related issues, please contact the relevant product's developers. We regret that we are unable to provide serial numbers over the phone.

Please also note that Future Publishing can only provide technical support for this disc for a period of six months after this magazine's on-sale date.

Interface

- Interface requires OS X.
- Some programs may require free registration over the internet or phone.
- Some software may not be available in all territories.
- Where relevant, program values quoted are prices when sold with original packaging and manuals.



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Harry Potter

YEARS 1-4

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